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**BLACK
&
WHITE®
2**



BASED ON A GAME
TEEN
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ESRB



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Prima's Official Guide RON DULIN

Prima Games

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TABLE OF CONTENTS

Basic Game Concepts	2
The City	2
Your Creature	3
Resources	3
Interacting with the World	5
Construction	12
Villagers	14
Miracles	17
Scrolls	21
Time of Day	22
Good and Evil	23
Attributes	23
Impressiveness	25
Force	29
Good and Evil	34
Buildings	38
Dwellings	38
Civic Buildings	41
Industrial Buildings	45
Walls and Roads	51
Embellishments	53
Military Buildings	56
Wonders	57
Creatures	60
Choosing a Creature	61
Enemy Creatures	63
Raising Your Creature	64
Creature Roles	73
Creature Miracles	76
Creature Combat	77
Creature Alignment	78
Walkthrough	81
Land 1	81
Land 2	86
Land 3	89
Land 4	99
Land 5	111
Land 6	121
Land 7	133
Land 8	144
Land 9	155

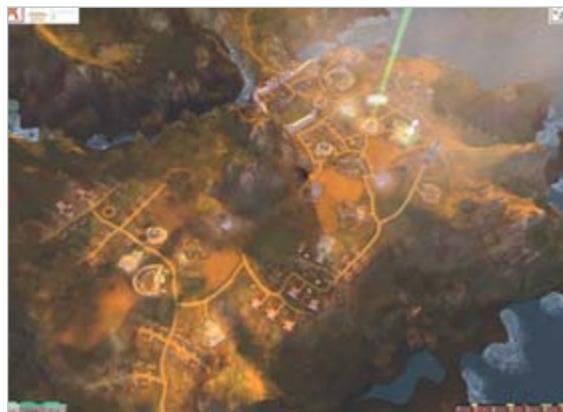
Chapter I:

Basic Game Concepts

Before you start off down the road to ultimate good or ultimate evil, there are a few things you should know. In this chapter, we cover the game's basics: cities and influence, the interface, resources and villagers, miracles, and other basics.

In the next chapter, we delve into more advanced concepts: How does Impressiveness work? How does combat work? What makes you good or evil? The big questions, finally answered.

A quick word of advice: even if you're familiar with the original *Black & White*, you should still read through this section. Much has changed, and there are new resources and a more complex city-management system, so familiarize yourself with the new features.



Building a large, thriving city requires a well-trained pet, hard-working villagers, and occasional (or constant) bloodshed.



THE CITY

Although you are a deity, you are not omnipotent. Your power is limited to the area in which people believe in you. That area is defined by your city, at least until you can convince all the people in the land to worship you.

In each land, you begin with a small town, which you must build to a thriving metropolis. You do this by placing buildings, gathering resources, and expanding your influence ring until you can support a large enough army to convince the nonbelievers with your swords, or until your city is so appealing they can no longer resist your benevolent ways. You can be a good god or an evil god or any combination of the two. But for either alignment, certain factors remain constant.



Every city begins as a small plot of land and a town center.

Your city is made up of buildings and villagers. Each plays an important role, and they are dependent on each other. Villagers use and operate your buildings, and the buildings you select impact your villagers' lives and attitudes. This relationship is complex, and we explore it in detail in the next two chapters.

BLACK & WHITE 2

- Chapter I Basic Game Concepts
- Chapter II
- Chapter III
- Chapter IV
- Chapter V

YOUR CREATURE

Your creature is almost an entire game unto himself. He's your best worker and your best soldier, but he takes a great deal of training and teaching to whip into shape.

Creatures can essentially do anything you need done. They can construct buildings, gather resources, keep your people happy, or fight off the enemy. But you need to teach him what to do, and punish him when he performs badly. Like you, creatures can be good or evil. Creatures need food, attention, and sleep, and you must provide these things for him. Your creature plays an important role in the development of your towns, but you play a very important role in the development of your creature.

Proper care and handling for your creature is a complex but fun element of the game. We cover it in depth in the "Creatures" chapter.



Your creature is the most important part of your village but can only develop with care and encouragement—or with cruelty and a slap across the face.

RESOURCES

Resources are your town's building blocks. Ore and wood are used to construct buildings, while grain feeds your people. Having plenty of all three resources is vital, as without them your city cannot expand, and your people starve to death.

Two other resources are directly beneficial to you: mana allows you to cast miracles, and tribute is obtained by completing objectives. Tribute acts as a sort of godly currency, allowing you to purchase new building types, powerful miracles, and unique features.



The three natural resources are the ingredients for a successful city.

Grain



Grain is the only food your people eat. It is produced at farms and gathered by your people and placed in storehouses. Each field produces enough grain for a specific number of people; you can increase its productivity by placing it on fertile land or next to productivity-enhancing buildings. Grain is a renewable resource. When a field is emptied, its grain grows back.

BLACK & WHITE 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

BLACK & WHITE® 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

Ore

Ore is the most valuable resource, because it is nonrenewable. In early lands, ore is abundant, but as you progress, it becomes more and more scarce. Mineworkers gather ore (found in rocks around the map or in mines) and place it in your storehouse.

TIP

Hold the hand over a tree, mine, or ore rock to see how much wood or ore it produces.

Wood

Wood, like grain, is a renewable resource. Unlike grain, however, you can run out of wood. New trees grow where trees already exist, but if an area is cleared of trees, no more trees will grow. Foresters harvest trees and place the wood in your storehouse.

TIP

You can replant trees in cleared-out areas by picking up a tree from a forest and planting it in the cleared location. If the tree is placed too close to a building, though, it becomes a decorative tree and cannot foster a new forest. Decorative trees are marked with a ring around the trunk.

Mana

Mana is generated at altars, where worshippers work tirelessly to show you their devotion. Mana is used to cast miracles, which can benefit your people by protecting or healing them; it can also destroy your enemies with powerful destructive magic.



Tribute



Tribute is not a natural resource, and it is not generated. Instead, it is presented to you for completing objectives. There is a limited amount of tribute to be gained, and the most powerful buildings are extremely expensive. Don't spend your tribute thoughtlessly; when you buy something with tribute, be sure it's something you really need.

INTERACTING WITH THE WORLD

You have many options for taking action in the world. Your primary interface is your hand, a metaphysical manifestation of your power that operates within your influence area. The hand allows you to do almost anything: pick up objects, move around the world, gather resources, and construct buildings. The interface is simple: you have an Action button (left mouse button) and a Movement button (right mouse button).

There is also a handy menu system, which allows you a bit more flexibility in interacting with the world and provides important information about your town and its inhabitants. The menus are not the only place to find information, though. Most of the time, the most vital information is displayed right on the screen.

Your View

The most immediate information appears in the four corners of the screen. The top left corner displays information about your opponent. This shows your opponent's nationality, role, population, and the number of troops at his disposal. This information is vital, because it allows you to plan your own military size accordingly.



Important information is presented in each corner of the screen.

The top-right corner shows information about your creature. Your creature is your most important ally, and his well-being is essential. This display shows his current health, his hunger, his need to poo, and his current general Happiness.

The lower-right corner displays your platoons, if you've recruited any. A numbered flag represents each individual platoon; zoom to a platoon by clicking on a flag with the Movement button. You can select that platoon by clicking the flag with the Action button.

The bottom-left corner shows every town under your control. It also shows you that town's current desire, flashing much-needed resources if the town is getting low. Fulfilling your villagers' desires is important, and you can get much more detailed information about their desires at your town center.

BLACK & WHITE 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

THE TOWN CENTER

To promote growth, you must pay close attention to your villagers' needs and wants. The best place to understand your villagers' desires is at the Town Center.

This building is present in every city, no matter how small. It is already built when you enter a new land, and it gives you vital information about the land, your city, and its inhabitants.

The Town Center is circular. Around the outside are three pedestals and a scroll, each of which gives you specific information. The resource pedestal shows you which resource is most needed. The statue on top shows you the resource type, while the pedestal's height shows you how badly it's needed. The next pedestal displays your alignment. The pedestal shrinks as it approaches complete neutrality, then rises again to show you how good or evil you have become. The third pedestal shows their desire to breed. As with the resource pedestal, the statue on the pedestal shows you what they desire, while the pedestal's height tells you how much they desire it. On the dais in the middle of the Town Center is a rotating building. This is the building your people desire most at this moment.

The scroll on the front of the Town Center may be the most important element of this building. Here you learn a great deal about your town, from its Impressiveness to your people's Happiness to the likelihood of taking over other towns in the world. This scroll contains a great deal of information, so check it often.



The Town Center provides important information about your villagers' desires and about the world beyond your influence ring.

BUILDING POP-UPS AND ICONS

To get detailed information about any of your buildings, hold the hand over that building. This displays a series of pop-up windows showing that building's attributes. The longer you hold the hand over the building, the more detailed this information becomes. Holding the hand over the building also brings up icons over the building and neighboring buildings; these icons indicate its effect on nearby structures and their effect on it. We cover building attributes in more detail in the next chapter. If you pick up a villager and hold him over a clear spot of land, a pop-up appears, showing his name, age, and vital attributes.



Holding your hand over a building shows you important statistics about the building and its inhabitants.

BLACK & WHITE[®] 2

- Chapter I
Basic Game Concepts
- Chapter II
- Chapter III
- Chapter IV
- Chapter V



TIP

Check the pop-up statistics on your storehouse often. Holding the hand over the storehouse displays your villagers' desire for each natural resource and how much food is consumed by your military.

The Hand

The hand is more than a fancy cursor; it's your primary means of interacting with the world. You can use it to move around (by clicking the Movement button on the ground and dragging in the appropriate direction), pitching your view (by clicking the Movement button on the ground and moving your mouse wheel), and for zooming in and out (by spinning the mouse wheel up and down).



The hand is your primary tool for interacting with your town and its villagers.

TIP

Double-clicking the Movement button on any spot in the world immediately zooms you to that location.

The hand is also a context-sensitive interface. By clicking the Action button on an object, you perform an action with that object. In most cases, this involves picking something up (or dropping what you're holding). Use this to quickly gather resources, grab building blueprints to create another building of that type, or assign one of your villagers to a job. Your hand is a very useful tool, but it is only available in areas where you have power.

INFLUENCE RING

Your believers give you power, but that power is limited, both by the number of believers and the size of your city. The area in which you operate is called the "influence ring," and it is denoted by an actual ring—a green border around your city. Only in this area can you directly interact with the world. You can use the hand only within your influence ring.



Your influence ring dictates the geographical limit of your power.

BLACK & WHITE 2

- Chapter I
Basic Game Concepts
- Chapter II
- Chapter III
- Chapter IV
- Chapter V

As your population grows, so does your influence ring. Buildings also increase your influence, and every building has a very specific effect on your border (these statistics are located in the "Buildings" chapter). As your city grows, so does your power to affect the land; therefore, it is important that your city thrives and grows.

NOTE



When you take over every neutral or enemy city in a land, the influence ring disappears, and you can use your hand anywhere.

BLACK & WHITE[®] 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

THROWING

In addition to picking up and dropping objects, you can also throw objects with the hand. Throwing is an important feature. Though it is the subject of some simple challenges, these are just practice for the larger purpose: throwing miracles.

Miracles are essentially spells. Some are destructive to your enemies, such as the lightning miracle, and some are beneficial to your people, such as the heal miracle. You can throw miracles outside of your influence ring, killing enemy troops before they reach your borders, or healing your own troops in combat.



Throwing miracles can turn the tide of a battle, so practice throwing objects to get a feel for it.

You can throw any object you can pick up. Throwing heavy rocks damages enemy structures (or your own), and throwing people hurts (and often kills) them.

To throw an object, pick it up. With the object in hand, hold down the Action button, then move the mouse back and forth. The faster you rock the mouse, the more force you put behind your throw. Release the Action button to release the object. It sails across the landscape, bouncing and rolling until it finally settles.

Practice throwing often, so you have more precision over your aim and distance.

HAND IMPROVEMENTS

To make your hand even more useful, purchase hand improvements from the Tribute menu.

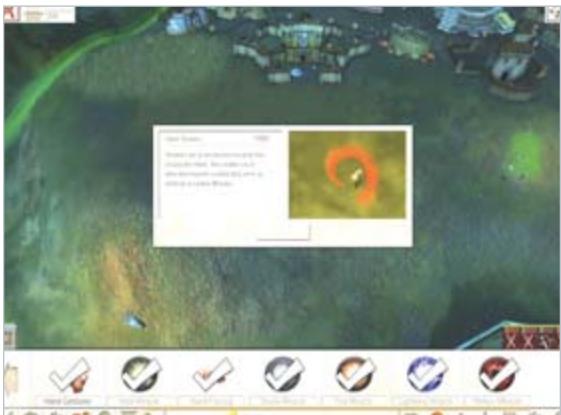
Hand Forcing



Tribute cost: 20,000

Hand Forcing allows you to transform your hand from the metaphysical to the physical. Hold down the Action button and rock the mouse back and forth. You can bash items or knock your villagers around. The harder you move the mouse, the harder you hit. In general, you can only use Forcing in your influence ring, though in some special Challenges you are allowed to use it elsewhere.

Hand Gestures



Tribute cost: 15,000

Hand Gestures allow you to cast miracles without having to select them. Veterans of the original *Black & White* will already be familiar with gestures. For those new to the game, see the "Miracles" section of this chapter for the associated gestures.

Hand Multi Pick Up



Tribute cost: 15,000

The Hand Multi Pick Up is the most useful of the hand improvements; this upgrade allows you to pick up multiple villagers, animals, or trees from the landscape, then drop them one at a time wherever you choose. This makes assigning disciples and gathering wood a much easier task. However, this improvement does not work with rocks or ore.

To pick up multiple objects, move the hand over the object you want to pick up, then hold down the Action button. Keep the button pressed, and move the hand over other objects of its type. The hand acts like a vacuum, sucking up any object of that type you pass over. You can drop the objects one at a time, or drop them more quickly by clicking and holding down the Action button again. You can also use this upgrade to clean up dead bodies after a battle.



The Hand Multi Pick Up upgrade is useful for quickly assigning multiple villagers to jobs.

The Toolbar

In addition to the hand, the game also gives you a series of toolbar menus that allow you to build structures, purchase new buildings and upgrades, see vital information about your creature and your city, and much more.

CONSTRUCTION MENU

From the Construction menu, you can select building blueprints and see how many of each building type you have already built. The main Construction menu lists buildings that your people desire to build, starting with the most desired building and ending with the least. The menu is broken into submenus, sorting the buildings by type.

BLACK & WHITE 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

CREATURE LEARNING MENU

The Creature Learning menu shows you all actions your creature has learned to do and whether or not he has learned if an action is good or bad. Click on any action to reward or punish your creature for that action, whether or not he is currently performing it. This menu is broken down into actions for which he's been punished or rewarded and for those he hasn't.

CREATURE ROLES MENU

From this menu, assign a role to your creature. You can also see your creature's alignment and his Free Will level. These concepts are explained in more detail in the "Creature" chapter.

TRIBUTE MENU

The Tribute menu allows you to spend your tribute on new buildings, miracles, creature miracles and toys, wonders, and a variety of other useful items and upgrades. The Tribute menu is broken down into submenus, sorting the available items by type.



Purchase new building blueprints, new miracles, and other upgrades and items from the Tribute menu.

MIRACLES MENU

The Miracles menu displays the miracles you've purchased, the amount of mana available, and the gesture for each miracle (if you've purchased the Hand Gestures upgrade). From this menu, you can select miracles to cast directly by clicking on its icon.

OBJECTIVES MENU

The Objectives menu shows you all available objectives for the current land and your progress toward completing them. The Main Objective menu displays all objectives and is broken down into submenus, organizing the objectives by type.

STATISTICS MENU

The Statistics menu shows you a great deal of important information about your town and your people. The default view is the population submenu, which displays information about your villagers' gender, age, and military status. Other submenus show you information about your buildings, your creature, and your villagers' jobs.



The Statistics menu displays important information about your town and its villagers.



Keyboard Shortcuts

If neither the hand nor the toolbar suit your needs, these keyboard shortcuts can make your interaction with the game even easier.

GENERAL

Tab ↵	Toggle tooltip verbosity
O	Open objectives window
W	Toggle subtitles on/off
Alt [1] – [9]	Place bookmark
Shift [1] – [9]	Jump to bookmark
I	Step forward through bookmarks
[I]	Step back through bookmarks
Del or ← Backspace	Cancel action
Alt S	Take screenshot
Esc	Pause/show main menu

MAIN MENU

L	Load game
S	Save game
Q	Quit

MOVEMENT

→	Scroll right
←	Scroll left
↑	Scroll forward
↓	Scroll back
Shift ↑	Pitch down
Shift ↓	Pitch up
Shift →	Rotate right
Shift ←	Rotate left
Ctrl ↑	Zoom in
Ctrl ↓	Zoom out
Ctrl →	Rotate right
Ctrl ←	Rotate left

TOWNS AND VILLAGER INFORMATION

Spacebar	Zoom to town center
E	Zoom to enemy capital town center
N	Show villager names
S	Show villager information
>	Step forward through all town centers on land
<	Step back through all town centers on land
Ctrl S	Quick save
Ctrl L	Quick load

MILITARY

Ctrl [1] – [9]	Assign platoon to number (works with multiple platoons)
[1] – [9]	Select platoon
+	Step forward through platoons
-	Step back through platoons

CREATURE

C	Center on creature
L	Toggle leash
R	Cycle creature roles
O	Select creature in soldier role

TOOLBAR

F1	Toggle Construction menu
F2	Toggle Creature Learning menu
F3	Toggle Creature Roles menu
F4	Toggle Tribute menu
F5	Toggle Miracles menu
F6	Toggle Objectives menu
F7	Toggle Statistics menu



Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

BLACK & WHITE® 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

Bookmarks



Bookmarks are a great way to jump around to important locations.

Are you tired of constantly scrolling over to your storehouse to check resources? Annoyed by having to move across your huge metropolis to see if your epic miracle is charged? Bookmarks are an excellent way to quickly jump around your town or to important locations on the map. You can have up to nine bookmarks. To set a bookmark, press **[Alt]**, then press any of the number keys **[1]** to **[9]**. The bookmark is placed in your view's center, and they can be placed anywhere on the map. To jump to a bookmark, press **[Shift]** and its assigned number. To cycle through your bookmarks, press **[I]** or **[J]**.

CONSTRUCTION

There are three ways to place buildings in your town. Each involves a similar process. You must drag a blueprint to the town and place it, which creates a foundation. Place materials near the foundation, at which point your villagers, your creature, or you must construct the building.

Building from the Town Center

The building your people desire most is always displayed in the center section of your Town Center. To build this structure, just click the Action button on the rotating blueprint, then drag it to the landscape. When it is correctly positioned, click the Action button again to lay the foundation.

TIP

To rotate a blueprint, hold the Action button as you lay the foundation, then rotate the mouse. When the blueprint is in the correct position, click the Action button again to lay the foundation.

Building with the Hand

You can quickly lay multiple foundations for the same building type by using the hand. Click and hold the Action button on any building, then drag the mouse away from the building. This places that building's blueprint in your hand. You can now place the foundation normally. Repeat as needed. This technique cannot be used with fields/meadows, storehouses, altars, armouries, creature pens, and wonders, which must be built from the town center or the Construction menu.

You can add materials to a foundation, which saves your workers the trouble of having to haul them. Grab the needed wood or ore from the storehouse; or just uproot a tree, then drop the resources on the foundation.





Using the hand to drag blueprints from other buildings is a great way to build dwellings.

Using the Construction Menu

The final, and often easiest, way to place a foundation is through the Construction menu. Open the menu, then click the Action button on the building you want to construct. This places the blueprint in your hand, and you can place it on the map normally. Only items you've purchased or have access to appear in the Construction menu.

Other Building Options

Building is simple and quick, but there are several factors that can make it even simpler and quicker.

BUILDING ROADS AND WALLS

Roads are a great way to keep your people moving quickly. To build a road, just click the Action button on the section of an existing road where you want the new road to start. Then drag away. The road blueprint follows the path you trace; anchor it by clicking the Action button again. When you reach the desired end of your new road, click the Action button twice to complete the road. Roads are built automatically and do not require resources.

Walls work in a similar fashion, though they can also be built without connecting to an existing wall. The only rule is that a wall starts within your area of influence. You can extend beyond it at the point, as long as you have the ore to complete. Unlike roads, walls require manual construction.

NOTE

When placing a building near a road, the building automatically snaps into position so that its door is facing the road.

GOD-BUILDING

To expedite construction, you can use God-building. This allows you to grab resources and build structures yourself, by clicking and holding the Action button over a foundation while you have a handful of needed materials. God-building wastes materials, however, as it uses more than the required amount for construction. Use it sparingly in lands with low ore quantities or sparse forests.



God-building is fast, but it wastes resources.



Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V



CREATURE BUILDING

You can also order your creature to construct buildings. He starts as a very slow builder, but you can purchase upgrades from the Tribute menu to improve his building skill.

DESTROYING BUILDINGS

If you need to clear a foundation or destroy a structure you've already built, use the Destruction tool. This tool is located at the end of the Construction menu (and all its submenus). Click on it, then click on the building you want to destroy. To avoid having to scroll through the entire menu to grab the tool, just click on one of the submenus with fewer items, such as Walls and Roads.

BLACK & WHITE[®] 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

VILLAGERS

Villagers are the people who worship you, who believe in you. They are the ones who make your town viable and give you your power. Without villagers, you would be nothing. But that relationship goes both ways. Much of your alignment depends on how you treat your villagers, whether you try to give them a happy, enjoyable life full of fun and rest, or work them to an early grave, then toss their corpses around for everyone to see. (Alignment is covered in more detail in the next chapter).

For now, let's concentrate on what your villagers can do for you. Villagers try to fulfill their own needs. If the town needs food, they go to the fields and farm. If it needs wood, they chop down trees. But you can take more direct control over your villagers, assigning them to disciple roles.



Your villagers eat, work, and play (when permitted).

Villager Life Cycle

Your villagers have a fairly simple life. They wake up early, go to work, try to find some entertainment in the evening, then go to sleep. They do this every day of their middle adult lives.

Until age 18, villagers are children and cannot perform work. After age 80, villagers become elderly. They still perform jobs they've been assigned (very slowly), but you can't assign them new jobs. The harder you work your villagers, the shorter their life spans become. Happy people live long, healthy lives, while overly productive people live short, grueling lives.

Each villager needs food to survive. Holding your hand over a field shows you how many villagers it can provide for during a normal growth cycle, which gives you a good idea how many fields you need to support your population. If your storehouse is being depleted daily, you need more fields.



Neither children nor the elderly can be assigned to jobs.

Disciple Roles

Disciple roles are specific jobs to which your villagers are assigned. Disciples won't be the only people doing the job, but they do it exclusively, always performing the same role until they are assigned another one or until the current job is cleared.

TIP

To clear a villager's job and return him to free-agent status, pick up the villager and shake him vigorously (by moving the mouse back and forth). He drops to the ground, safe and sound, free of his assigned duties.

BREEDER

A breeder's only job is making babies. Female breeders look for a mate, do their business, then wait until a child is born. Once that child is delivered, they start the hunt over again. Male breeders are continually on the lookout for a mate, performing their assigned job with any and every available female. Because of this, male breeders are much better for quickly expanding your population, while female breeders are better for slow growth. To create a breeder, pick up a villager and drop him or her over any villager of the opposite sex.



Breeders have one-track minds.

BUILDER

A builder looks for unfinished structures in your city, carries materials to the job site, then builds until the materials are gone, at which point he repeats the process. Builders are excellent during times of quick expansion, but they go to waste when construction slows down, because they have very little work to do. It's good to have a number of builders when you first start setting up a town, but give them other jobs or clear them of their building duties after you establish yourself. You can always create more builders later.

FARMER

Farmers work the field, hauling grain to your storehouse endlessly from sunup to sunset. Every town needs plenty of farmers to ensure there is always an ample supply of food for civilians and soldiers. To create a farmer, pick up a villager and drop him on a field.

TIP

To see how many villagers you have working in each disciple role, hold your hand over the scroll on the town center.

FORESTER

Foresters chop down trees and haul the lumber back to your storehouse. They slowly clear out forests, moving farther out as they clear away the closest trees. Though wood is a vital part of your town, it's always a bad idea to create too many foresters. An army of foresters can clear out a huge area of all its wood in a short time, preventing new trees from growing back. To create a forester, drop a villager near any tree.

BLACK & WHITE 2

- Chapter I Basic Game Concepts
- Chapter II
- Chapter III
- Chapter IV
- Chapter V

NOTE

Foresters won't chop down trees you've planted as decoration near buildings.

**MINEWORKER**

Mineworkers gather ore from mines and from ore rocks. Because ore is nonrenewable, you should make as many mineworkers as you can early on. This way, when any mines near your town are cleared out, the mineworkers head out in search of other available mines, taking the precious ore that would otherwise go to your foes. Create mineworkers by dropping a villager onto a mine or near an ore rock.



Mineworkers harvest ore, your most valuable natural resource.

REFINER

Refineries are buildings that process your natural resources, increasing the amount gathered before it is placed in the storehouse. Refineries won't operate without refiners, though. There are three refineries—granaries for grain, lumber mills for wood, and smelters for ore. Each refinery can hold a minimum of eight refiners. To create a refiner, drop a villager onto a refinery.

WORSHIPPER

There are two types of worshippers: those who work at your altar, and those that work at your wonders. At an altar, a worshipper praises you through an endless dance of devotion, generating the mana needed to cast miracles. At a wonder, a worshipper dances around the great building, helping it charge its epic miracle. Worshippers never stop their work and are fed automatically from your stores. To create a worshipper, drop a villager near an altar or a wonder.



Worshippers work tirelessly to earn you mana and charge your wonders.

NOTE

When you drop a villager on an altar, make sure you aren't sacrificing him, unless you intend to. Sacrificing a villager gives you a quick mana boost but is a very evil act. Drop would-be worshippers in the altar's inside area; drop sacrifices into the altar's sacrificial fire.

Villager Enhancements

In each land, you begin with a set number of men and women. However, you can always bring more if you're willing to spend the tribute.

BLACK & WHITE® 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

ONE MAN



Tribute cost: 5,000

This bonus, purchased from the Tribute menu, allows you to bring an extra male over from the previous land. This allows you to get a slight edge in production or in military recruitment. You can purchase this bonus as many times as you can afford; with each purchase, you gain an additional male villager at the beginning of the next land. However, with each purchase, the price increases. Here's the price structure (in tribute) for the first 10 purchases:

First: 5,000	Sixth: 8,052
Second: 5,500	Seventh: 8,857
Third: 6,050	Eighth: 9,743
Fourth: 6,655	Ninth: 10,716
Fifth: 7,320	Tenth: 11,787

ONE WOMAN



Tribute cost: 5,000

This bonus is identical to the One Male bonus, except your extra villager is a female. The price structure is the same. The prices for men and women are independent of each other, so if you've bought five extra men, the price for the first extra woman is still only 5,000 tribute.

MIRACLES

Miracles are magical effects that can help your people or destroy your enemies. Pick them up from the altar, access them from the Miracles menu, or cast them using gestures (see sidebar).

Miracles are cast in two ways: first, you can pour the miracle by clicking the Action button on the location you want it to be cast. This is only applicable within your influence ring. To cast outside your influence ring, you must throw the miracle, which is the second method. This is why throwing is so important: with precise aim, you can change the result of a battle before enemy troops even reach your city, or you can heal your troops in the field when they are out of your influence range.

You have six miracles: fire, water, heal, lightning, shield, and meteor. Your creature has access to four of these: fire, heal, lightning, and water. Creature miracles are covered in the "Creatures" chapter.



Miracles are accessible from the altar, where mana is generated.

BLACK & WHITE 2

- Chapter I
Basic Game Concepts
- Chapter II
- Chapter III
- Chapter IV
- Chapter V

Fire Miracle



Tribute cost: 60,000

Mana cost: 2,000

The fire miracle is great against enemy buildings and enemy troops, and it's especially effective against enemy catapults. It has a lower mana cost than other destructive miracles, making it a cheap, effective weapon against invading troops. Just pour it on an enemy platoon or toss it at them before they reach your influence ring.

Heal Miracle



Tribute cost: 20,000

Mana cost: 1,000

This handy miracle allows you to restore your creature or wounded villagers or soldiers to full health. It won't work on the dead, so use it before too many of your soldiers fall. Toss the heal miracle at friendly platoons outside your influence ring, or pour them onto defending troops near your city. Healing always pushes your alignment toward good.



Heal your creature during combat to keep him up and stomping.

Lightning Miracle



Tribute cost: 90,000

Mana cost: 5,000

A devastating destruction spell, the lightning miracle sends a deadly jolt of electricity through any enemy it comes near. The lightning miracle is especially great when thrown. Unlike the fire or meteor miracles (which only affect a single location), the lightning miracle affects any enemies in its path as long as it is moving. It's a great way to clear out large groups of encroaching enemies long before they reach your walls.

BLACK & WHITE[®] 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

Meteor Miracle



Tribute cost: 150,000

Mana cost: 7,500

The meteor miracle only affects a single area, but it has a devastating effect on its targets. The meteor miracle calls down a rain of fiery meteors, obliterating anything in the area. Its radius of effect is moderately large and can take out a huge platoon very easily. The one drawback, other than its high mana cost, is the slight delay between casting and effect. If the enemy notices the meteors' approach (marked by a visible glowing circle), they have a short time to get out of the way before it strikes.



The meteor miracle is devastating but only affects a limited area.

Shield Miracle

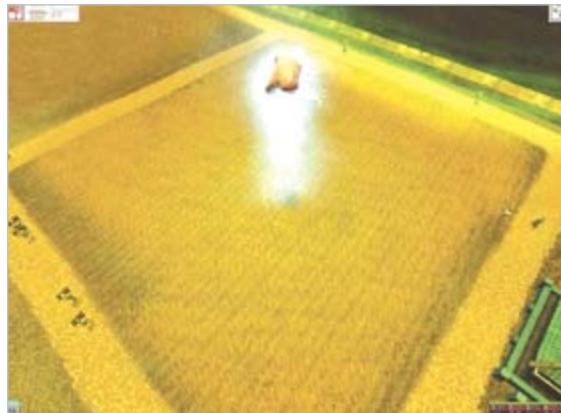


Tribute cost: 30,000

Mana cost: 1,250

The shield miracle temporarily protects villagers or soldiers from taking damage, whether from attacks or miracles. It is a temporary moment of invulnerability that can swing a battle in your favor. To cast the shield miracle, click and hold the Action button in the center of the area you want to protect. A circle appears. Drag the circle out until it covers the entire area you want to shield. Release the Action button to create the shield.

Water Miracle



Tribute cost: 0

Mana cost: 750

BLACK & WHITE 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

The water miracle is available automatically in Land 4; you don't have to purchase it. This miracle has the lowest mana cost of any miracle, but that does not make it any less important. Use the water miracle to extinguish fires set by marauding enemies. More importantly, though, use it to water fields and trees, causing grain or saplings to grow more quickly.

TIP

Use the water miracle on trees and fields often to ensure a constant supply of food and wood.

BLACK & WHITE[®] 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

Epic Miracles

Epic miracles are produced at wonders and are devastating to the enemy. They are large-scale and occasionally earth-shattering. Each of the four Epic wonders has an associated Epic miracle; charge them by assigning worshippers to work at the wonder. The player can cast an Epic miracle anywhere except within enemy influence. Epic miracles are covered in the "Wonders" section of this book, but the following is a brief rundown of their effects.

EARTHQUAKE

The Earthquake wonder causes a massive jolt to shake the landscape, damaging all buildings and people caught in its path.

HURRICANE

The Hurricane sends a large wind ripping through an enemy town, tearing down buildings and sending the people flying. It is ineffective against walls.

SIREN

The Siren sings her magical song to neutral and enemy villagers and troops, immediately converting them to new villagers for your town.

VOLCANO

The Volcano is the most destructive of the epic miracles and is also the most expensive. It tears up the landscape as a massive mountain rises from the ground, spewing fiery rocks and lava down on everything below it.



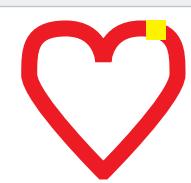
Epic miracles can quickly tilt the balance of power.

Hand Gestures

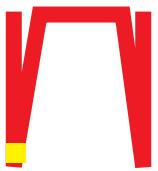
Standard miracles can be cast using hand gestures, but you must first purchase the Hand Gesture upgrade from the Tribute menu. To use a gesture, first draw a spiral gesture, followed by the associated miracle gesture. When done correctly, the gesture burns momentarily on the landscape, and the miracle is cast. It takes some practice. You can also press [F5] to have the Miracles menu onscreen. Then click on one to cast it (providing you have mana for that miracle). The gesture required to cast each of the miracles is shown below.



Fire



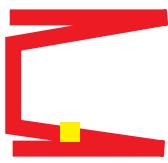
Heal



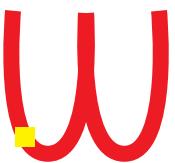
Lightning



Meteor



Shield



Water



Repeat last miracle

SCROLLS

During your journey through the nine lands, you come across scrolls, which come in three colors: bronze, gold, and silver. Each has a different function and is important in its own right. To use a scroll, click it with the Action button.

Bronze Scrolls



Bronze scrolls initiate tutorials. These teach you everything from picking up and dropping items to creating breeders and managing your resource supplies. Bronze scrolls are usually optional, but their lessons are important and often grant you a tribute reward for completing them.

Gold Scrolls



Gold scrolls appear when a land has been completely converted to your side, whether through force or through benevolence. Clicking a gold scroll with the Action button usually advances you to the next land (sometimes they take you to the tutorial), but you are given an opportunity to confirm your desire to move on. It's often a good idea to stick around once a land is yours to complete any optional objectives that remain.



BLACK & WHITE 2

Chapter I
Basic Game Concepts

Chapter II

Chapter III

Chapter IV

Chapter V

Silver Scrolls



Silver scrolls initiate Silver Scroll Challenges. These are optional minigames, usually unrelated to the primary mission. They often carry a significant tribute reward for completion, so complete every Silver Scroll Challenge you find.

TIME OF DAY

As a deity, you have control over the time of day. To change the time, click and hold the Action button anywhere on the sky. A clock appears on which you can rotate the hand and choose the time. This is useful for getting a little extra work out of your villagers. Also, certain Silver Scroll Challenges require you to perform actions at certain times.

The clock is not a standard clock. It's broken up into 24 hours, each represented by a line. The top of the clock is noon, and the very bottom is midnight. The clock also has three other symbols, which represent your people's behavior. They begin working at around 5 AM, represented by a figure holding a shovel. They look for entertainment at 8 PM, represented by drama masks and a musical note. At midnight, they go to sleep.

Changing the clock does not make time pass more quickly. Your villagers still age at the same rate, so making a day pass quickly does not affect their life span.



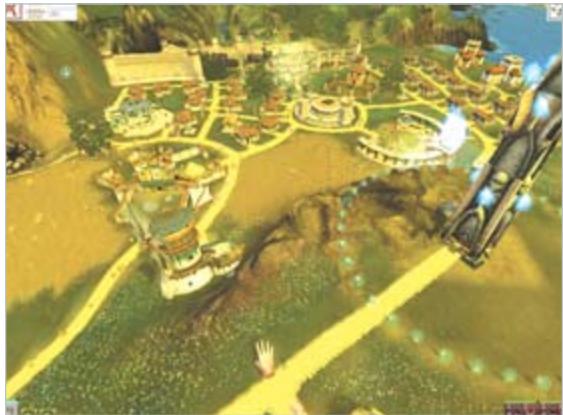
What a beautiful sunrise. Let's watch it again.



Chapter II:

Good and Evil

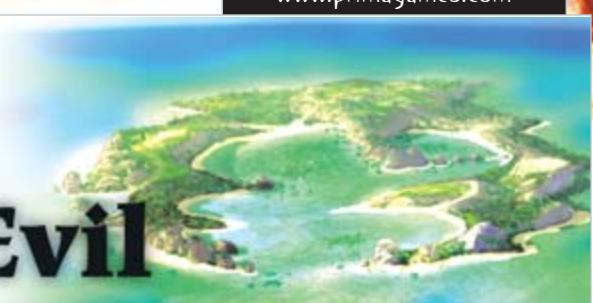
There's a war going on in *Black & White 2*, and it's larger than the battle between you and your adversaries. Running through the game is a constant battle between light and dark, good and evil. You have a choice: Are you a kind deity? Or an angry, vengeful god? Or do you want to strike a balance between both, remaining neutral and reaping the benefits of good and evil?



A good town, filled with happy residents.

Every action you take in the game has a slight impact on your alignment. Simply choosing a building and where to place it affects your people in some way, and that, in turn, affects your alignment. The large decisions have an even greater impact. Do you capture foreigner's hearts through Impressiveness? Or crush them under the marching boots of your platoons? Or a combination of both?

In this chapter, we cover some of the larger concepts in the game, such as Impressiveness and military advancement, the city and building attributes that affect your people, and what actions shift you toward good or evil and by how much.



An evil town filled with hard-working sad-sacks.

ATTRIBUTES

Hold your hand over the scroll on the town center to see a list of attributes that detail your town and villagers' various qualities. These attributes are extremely important and vary significantly based on whether you are good or evil.



The town center shows you important statistics about your city.



BLACK & WHITE 2

[Chapter I](#)[Chapter II
Good and Evil](#)[Chapter III](#)[Chapter IV](#)[Chapter V](#)

Male/Female Ratio

This rating tells you the number of male and female villagers in your city. This ratio is important for gods planning to recruit a large army, because only men can become soldiers. Your male population is the total number of males belonging to the town, which includes current troops. Any males assigned to disciple roles need to be cleared before they can join the military.

Adult Population

The Adult Population rating tells you how many adults currently occupy your town. The first number is the total number of adults; the second number is the total number of housing spots available. If the icon next to the number is green, you have a surplus of homes. If it is yellow, you are close to capacity. If it is red, you do not have enough homes and should build more soon.

Child Population

The Child Population rating tells you how many villagers under 18 are currently residing in your town. Child housing is different than adult housing, and each dwelling type has both an adult and a child housing capacity. If you have many children, consider building a nursery to give them something to do during the day. Also remember that these children will soon be adults and will need adult housing once they reach 18.



Children aren't good for much, but they grow up quickly.

Birth Rate

Your city's Birth Rate is affected by how many breeders you have and by buildings that increase the rate in nearby housing (such as nurseries, fertility statues, and taverns). A high Birth Rate allows you to become more productive and have larger armies sooner, but if you can't expand fast enough to accommodate the children when they turn 18, it has a detrimental effect on your people's Happiness and on your Impressiveness. A low Birth Rate allows your town to grow at a more manageable pace, but if facing an aggressive enemy, you may find yourself overrun if you're short on workers and soldiers.



Nurseries and fertility statues can increase the Birth Rate of your people.

Happiness

The Happiness rating shows how happy, on average, your people are. Good gods want to emphasize happiness, as happy people live longer, which increases your population and has a long-term positive effect on your alignment.



Happiness is affected by many factors. High-capacity buildings, such as some dwelling types placed too close together, have a detrimental effect. Refineries have a very negative effect on Happiness when placed near homes. Trying to increase production too much will also negatively affect Happiness. There are many buildings available that increase Happiness, including amphitheaters, taverns, and baths. Most buildings that increase Happiness, however, have a negative effect on productivity.

Productivity

Productivity measures how hard your people are working. Hard workers produce more, but they are unhappier and live shorter lives. Evil gods want to emphasize Productivity, placing buildings such as prisons and placing embellishments such as punishment spikes. Prisons and punishment spikes increase Productivity at the expense of Happiness, but there are ways to increase Productivity without a negative Happiness impact. Granaries have a positive Productivity impact on fields, and lumber mills have a Productivity increase on all buildings in the vicinity.



Prisons are an effective way to increase Productivity.

Capacity

Though not listed at the town center, Capacity is an attribute that affects almost every building. Some buildings have a flat Capacity, which cannot be increased. But others, such as dwellings and refineries, can have their Capacity increased by placing them near buildings with positive Capacity bonuses. See the next chapter for every building's effect on neighboring buildings.

IMPRESSIVENESS

The final rating listed on your town center scroll is Impressiveness. Every city has an Impressiveness rating. Each building adds to this rating, however slightly, and where you place buildings increases or decreases the rating. Your city's Impressiveness, not to be confused with your buildings' Impressiveness ratings, is the cumulative total of many factors. Your people, your city layout, the type and variety of buildings you've constructed, the number of people in your city: each of these factors plays a role in determining how attractive your city is to immigrants.



An impressive city attracts migrants.

BLACK & WHITE 2

Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V

Good gods want to attract migrants. That's how they conquer towns. Attacking is an evil act, and so the only good option is to build a city so wonderful, so full of happy, bustling residents enjoying the luxuries you've provided, that foreigners can't resist packing up their things and moving in.

Evil gods, on the other hand, should try to limit their Impressiveness. It's not necessary (you can always turn migrants away, which makes you more evil), but keeping a low Impressiveness rating leaves you more towns to conquer and more people to subjugate. A truly evil god will likely achieve a lower Impressiveness without much trouble, because your alignment has a significant effect on Impressiveness.

Impressiveness Potential and Modifiers

Your Impressiveness potential is the combined base Impressiveness of all your buildings. Every building available, no matter how vile or ugly, has a base Impressiveness rating, unmodified by other factors, such as location and roads. When a building is placed, numerous factors can increase or decrease its individual Impressiveness, but the base rating is the same for all buildings of that type.

So, your Impressiveness potential is the combined base ratings of all buildings in your town, unmodified. This potential rating bears little resemblance to your actual Impressiveness rating, because many modifiers are at work, affecting it in positive and negative ways.



Every building has a base Impressiveness rating, but many factors affect it.

ALIGNMENT

The first modifier is your alignment. The more benevolent you are, the higher your rating. The more evil you are, the lower your rating. Players with a good alignment receive a 40 Impressiveness bonus for each percentage point in their alignment. Evil players receive a penalty of 40 Impressiveness for each percentage point in their alignment. So, a 10 percent good player would receive a 400 Impressiveness bonus, while a 10 percent evil player has a 400 deficit. The maximum benefit is 4,000 for a 100 percent good deity, and the maximum penalty is 4,000, for a 100 percent evil deity.

POPULATION

The Population modifier factors in the size of your housed population, not your total population. It is the opposite of the Homelessness rating, though the bonus for each housed villager is much smaller than the penalty for homeless villagers. You receive a small bonus for every villager with a roof over their head, whether it's a hovel or a mansion.

HOMELESSNESS

On the other hand, not having homes is severely detrimental to your Impressiveness. For every homeless resident, you receive a penalty of 18 points to your Impressiveness. This penalty adds up quickly, so make creating dwellings a very high priority for any god trying to attract migrants.

BLACK & WHITE[®] 2

Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V



Build homes for your people. A high Homelessness rating is very detrimental to your city's Impressiveness.

TOWN LAYOUT

The Town Layout modifier considers only one factor: are your buildings connected to roads? For every building connected to a road, you receive a 22 point bonus to Impressiveness in this category. In huge cities, this bonus can be tremendous, so leave room for roads when developing. Roads cost nothing, making this significant bonus easy to achieve.

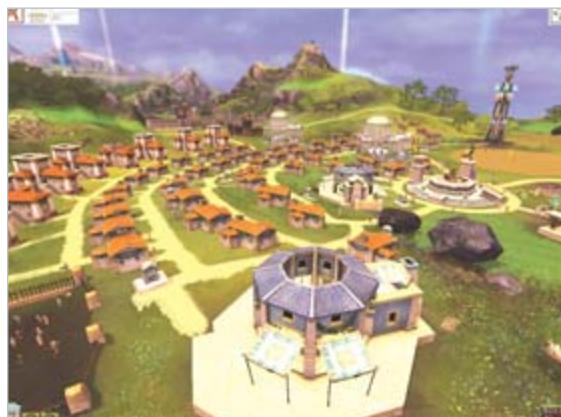
PLACEMENT

A building's Impressiveness is affected by where you place it. Impressive land, usually higher ground, has a positive effect on Impressiveness, while ugly landscape, such as parched ground, has a negative effect. Most landscape has no impact, but finding impressive areas can add a great deal to a building's Impressiveness, sometimes raising a base 40 building to well over 200. The placement modifier takes all positive and negative landscape modifiers into effect, reflecting how your building placement has affected your overall Impressiveness.

BUILDING VARIETY

This is the most problematic Impressiveness modifier. Building more than a single building type has a detrimental effect on your town's overall Impressiveness. Every time you build a duplicate building, your overall Impressiveness is slightly penalized. With each subsequent duplicate building, that penalty gets greater. Though each building still has an overall positive effect, it becomes a case of diminishing returns, with expensive buildings providing little Impressiveness if you build too many. There is a cap to this penalty: a building will never have less than 45 percent of its potential Impressiveness. With certain buildings, such as taverns and temples, the Happiness bonus to your alignment slightly offsets the duplicate building penalty, but not by much. In general, it's best to build as many different buildings as you possibly can.

There are two building types that are less affected by this modifier. Multiple similar dwellings have a very small Building Variety penalty, though it can add up in very large towns. Embellishments (such as lamps, meadows, and punishment spikes), also have a very minor duplicate building penalty, so you can build a great many embellishments without a significant drop in their individual Impressiveness rating.



Constructing too many of the same building type penalizes your Impressiveness.

BLACK & WHITE 2

Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V

SECURITY

The security modifier is a large bonus received if your town is completely enclosed in walls. This bonus is nullified if you expand beyond your walls but remains intact if your gates are open.

Migrations

As your Impressiveness increases, people begin migrating. Each enemy and neutral town has a required Impressiveness rating. After you meet this rating, that town is captured, and its people begin packing up their resources and migrating to your town. Neutral towns typically have lower required Impressiveness ratings, while enemy towns are much harder to capture.

Your town needs an even higher rating to attract more distant towns. Also, the farther away a town, the higher your Impressiveness rating needs to be to attract them.

When a group of migrants reaches your influence ring, they wait for you to accept or reject them. If you accept them (by grabbing their flag and dropping it within your influence ring), you receive all of the resources they've brought, and the people are added to your population. If you reject them, they return to their town, and you receive nothing.



Migrants will travel a great distance to join a very impressive city.

BLACK & WHITE[®] 2

Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V



TIP



To see the makeup of a migration group, hold the hand over the migration flag. This tells you how many people are migrating and what resources they are bringing with them.

If a migration reaches your ring while enemy forces are nearby, these enemy forces are very likely to kill them if you accept the migrants into your town. The moment a migration is accepted, the people become your people and as such are fair game for your enemies. To save them from being slaughtered at your borders, pick them up as soon as you accept them, and drop them within the safety of your walls. If you can't grab members of the migration because they are still beyond your influence, open any gatehouses before accepting the migration, and have troops standing by to attack any intruders. The migrants begin moving toward the open gate, at which point you can pick them up as soon as they cross the border of your ring. Just remember to shut the gates when you're done.



Carry migrants into your town if enemy troops are nearby.

When you capture a town with Impressiveness, you don't actually take control of the town. It remains on the map as a neutral, empty town. This is one of the biggest distinctions between capturing by force and capturing with Impressiveness. Using force gives you control over the actual town, and its people and resources remain there (unless you physically move them).

FORCE

Good gods use Impressiveness to slowly convert neutral and enemy towns to their side, but evil gods use brute force to attack and conquer a town.

Build loads of housing to keep spare capacity high, and therefore the Birth Rate. Make some breeders as well. Slums give you the most capacity. Buy "Hovels" in the Tribute menu. They increase in capacity when placed close together.

Good gods will need a small army to defend against intruders. But evil gods should pour as many of their resources into military building as possible. Good gods need an army to protect their city; evil gods need a city that supports their army. Ore and food are both vital to military recruiting and upkeep, so a high Productivity rating is essential. Fresh recruits are always needed, so a high Birth Rate is also important.

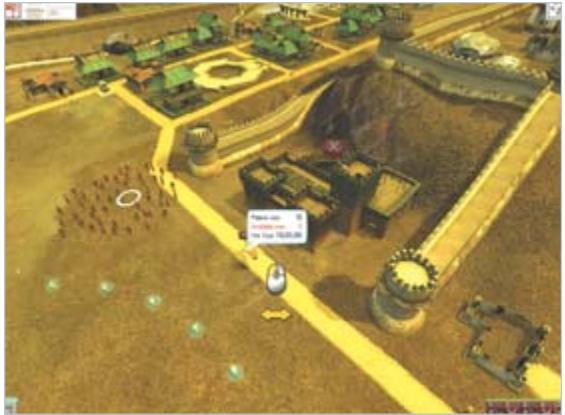


Large armies are necessary for evil gods but require a great deal of ore and food.

Platoons and Catapults

Your army is made up of platoons and catapults. Platoons are created at armories, swordsmen are created at standard armories, and archers are created at ranged armories. Catapults are commissioned at the siege workshop.

To recruit a platoon, grab the flag from the top of the armory and place it on the ground. Click and hold the Action button, then drag the flag to increase the platoon's size; as you do this, a ghosted platoon, showing its size, appears on the ground. A platoon must have at least five men, and there is no upper limit; it can be as large as the number of available recruits. To decrease its size before commissioning it, drag the flag back toward the center of the ghosted platoon. Create ranged platoons in the same way, using the flag from the ranged armory.



A platoon must contain at least five soldiers but can be as large as the number of jobless men in your town.



BLACK & WHITE 2

Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V

Catapults are your siege weapon, able to break through enemy walls. Commission catapults at the siege workshop; and each one requires 10 males to operate. Catapults are very fragile and can be destroyed fairly easily if not protected. They are slow-moving and slow to attack, but they are extremely effective against walls and buildings.

Assign your troops to defend your catapults by selecting a platoon flag and clicking on the catapult. The platoon marches with the catapult, attacking any enemies that threaten it.



Catapults are best used against enemy walls.

Platoon and Catapult Commands

After you create a platoon or catapult, give it orders by picking up its flag. To pick up a flag, grab the flag from over the platoon by clicking the Action button on the flag icon in the screen's bottom left or by pressing the number key for the appropriate platoon. Drop the flag without giving an order by shaking it back and forth.



Grab a platoon flag to give it an order.

With a platoon flag in hand, click the Action button on an object to give the platoon a context-sensitive command. The following sections detail possible commands.

ATTACK

Placing a platoon or catapult flag over an enemy platoon, villager, or building brings up the Attack command. Placing it over neutral villagers or buildings also brings up the Attack command. Placing a catapult flag over an enemy wall also brings up the Attack command. Neither swordsmen nor archers can attack walls, though archers can attack platoons stationed on walls.



Click on enemy troops with a platoon flag in hand to order an attack.

DEFEND

Platoons can defend catapults, other platoons, and buildings. Moving the flag over a defendable target brings up the Defend order. When set to defend, platoons surround the target and attack any enemies who come near. When defending catapults or platoons, they follow their target when it moves and surround it when it stops. Catapults cannot be set to defend. You can also set platoons to defend your creature, which is an excellent strategy when sending your creature into battle.

GET ON

You can give the Get On command to swordsmen or archer platoons, but it is really only useful for archers. Grab an archer platoon flag and move it onto one of your walls. This brings up the Get On command. Click the Action button to order the platoon onto the wall. From this position, they will attack any enemies who come into range. Archers on walls are very vulnerable to catapult attacks. Have your creature attack any nearby catapults, or just use a fire miracle to destroy them.



Archers positioned on walls can take out approaching enemies.

LINK

Linking platoons makes them act as a single platoon. They are still individual groups, but any order given to one applies to any linked platoons as well. To link platoons, grab the flag, then hold it over another platoon's flag until the Link command appears; then click the Action button to link them. Catapults can also be linked.

MERGE

You can merge platoons into a larger platoon of the same type. To merge platoons, grab the flag of the wounded platoon and hold it over the larger platoon's flag. Click the Action button when the Merge command appears.

MOVE

This is the basic movement order, which can be given to any platoon or catapult. Grab the platoon flag and hold it over the landscape. Click the Action button to order the platoon to move to the targeted location.

TIP

If you double-click the Action button when issuing a command, you automatically drop the platoon flag.



**BLACK &
WHITETM**
2

Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V

Through the Ranks

As your platoons gain experience, they become more lethal. Both swordsmen and archer platoons have 10 experience ranks:

1. Conscript
2. Trainee
3. Rookie
4. Enlisted
5. Regular
6. Professional
7. Veteran
8. Specialist
9. Expert
10. Elite

With each rank, your platoon's skills improve. Both archers and swordsmen receive increased movement speed, attack skill, and attack speed with each rank advancement. They also do more damage to buildings, siege weapons, and creatures.

Swordsmen receive an increase to their charging speed, and they get higher defense. When archers reach Regular rank, they become fire archers, doing a great deal more damage to anything that can burn. Catapults also increase in rank, and when they reach Regular rank, they become fire catapults.

Military Bonuses

It is rare that you have a starting army when you move to a new land. It does happen on occasion, but generally, you start with a handful of civilians and nothing more. You can, however, bring swordsmen, archers, and catapults with you, if you're willing to make the Tribute investment. There are three options available for purchase from the Tribute menu that allow you to carry soldiers from one land to the next: Best 100 Soldiers, Best 100 Archers, and Best Siege Engine. **You can only purchase these once per game.**



Bringing platoons with you from land to land is especially helpful in later missions.

BEST 100 SOLDIERS

Tribute cost: 180,000

With this option purchased, you can instantly bring your most experienced 100 soldiers from the previous land. This is a tremendous advantage in later lands, where having an experienced, and large, army can quickly turn the tide.

TIP

If you choose the Best 100 Soldiers or Best 100 Archers option, be sure you are producing enough food to support the new soldiers.

BEST 100 ARCHERS

Tribute cost: 200,000

This option allows you to instantly bring 100 archers from the previous land. It costs slightly more, because archers are more effective at home defense, especially once you have walls built.



BEST SIEGE ENGINE

Tribute cost: 110,000

This option allows you to bring a single catapult from the previous land to the current.

Capturing Towns with Force

To capture a town, grab a platoon flag and place it over the target city's town center. When the Capture command appears, click the Action button to send the selected platoon to take over. Capturing a town by force takes time, but larger platoons can capture more quickly. While capturing, a platoon cannot defend itself. Have a platoon or your creature defend the conquering platoon if there are any enemy troops in the vicinity.

When a town is captured with force, it remains an individual entity, and its people remain residents of the town. You can either accept this situation, managing the new town and your capital simultaneously, or grab all of the residents and move them to your capital. Grab all of their resources as well.



Capturing towns with force gives you control over the newly acquired town.

TIP

Large armies require a huge supply of food. Be sure your people are working overtime to produce the grain necessary to sustain your troops. You can see how much food your army is consuming by holding the hand over the storehouse.

Creature Combat

Your creature is your strongest military unit by far. A full-grown creature with miracles at his disposal can take out several large platoons of enemy soldiers, and this creature backed by support troops is almost unstoppable.

A creature cannot capture a city, but he can do enough damage to defending troops that your own military force has little trouble sweeping in behind him and taking the town. Creatures are also very effective at breaking walls, even more so than catapults.



Creatures are very effective at destroying walls.

Several factors affect a creature's ability in combat: his strength, weight, fitness, and miracle knowledge. We cover these factors in more detail in the "Creatures" chapter, but the basic idea is that your creature needs to be in great shape. Fat creatures can absorb more damage but aren't very agile and therefore hit less often. A midsized creature who has been working out is the best weapon you have.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II
Good and Evil](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V](#)

To make your creature even more effective in combat, make sure you buy his miracles from the Tribute menu. The creature's lightning and heal miracles are essential if you plan to send him into combat. Also essential are his Soldier Role upgrades. These give him damage bonuses and special combat moves.

When sending your creature into combat, be sure he has archers supporting him. He will occupy any enemy troops while the archer helps pick them off. Archer support is also very helpful when your creature is fighting an enemy creature. The only thing as deadly as your own creature is another creature, and you need every advantage you can get. Swordsmen platoon support is also helpful, but archers are more effective.



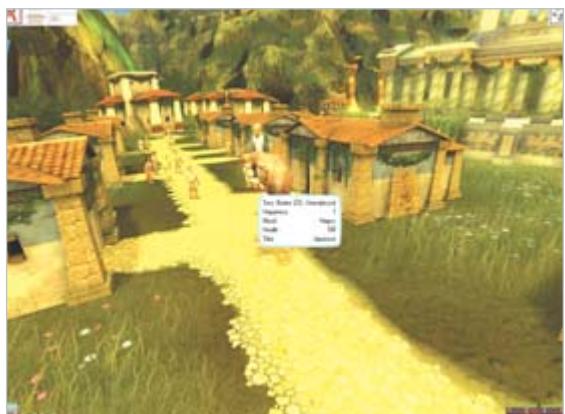
When sending your creature into combat, always support him with a platoon of archers.

Press **0** to quickly set your creature to his Soldier role. Then click on anything you want him to attack. A creature in Soldier role is a mindless killing machine, so good gods should only use this when absolutely necessary or when defending against enemy invasion.



GOOD AND EVIL

The way in which you play *Black & White 2* determines your alignment. Punishing or killing your people, driving them to work harder, and attacking the towns of nonbelievers is a perfectly acceptable strategy. Equally acceptable is making sure your people lead long, happy lives while staying within your borders and building a huge town that converts nonbelievers to your cause.



Good gods should foster Happiness; evil gods should foster Productivity.

Whichever path you choose, it is important that you get started early. Becoming 100 percent good or 100 percent evil starts with your earliest actions, when it's easier to change your alignment in one direction or the other. If you start off down the path to evil, it's difficult to head back. It's equally difficult to change from good to evil. There's a sort of inertia of alignment at work, and as you progress further in either direction, your actions begin having less impact on your alignment.

Building your alignment is a slow process. Most actions have some effect on your alignment, but no single action has a dramatic effect. Accidentally killing a few of your citizens won't make you evil, and accepting a group of migrants because you need to boost your population won't instantly make you good. The long-term cumulative effect of your actions establishes your alignment; if you're generally evil, you slowly move toward a purely evil rating, while general benevolence eventually leads to pure good.

BLACK & WHITE 2

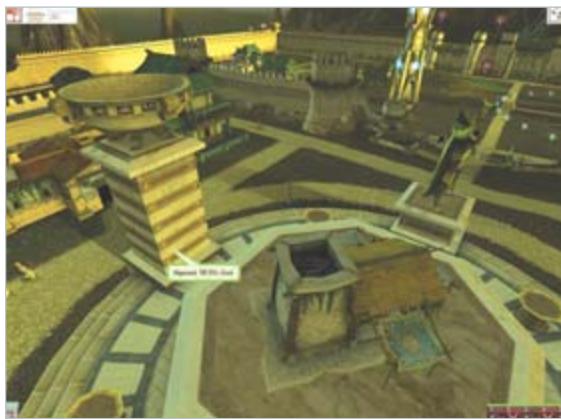
Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V



As you become more good or more evil, it becomes more difficult to change your alignment.

Playing as Good

Good gods need to nurture their villagers, placing their happiness and safety above everything else. Many of the available civic buildings are ideal for this purpose, dramatically increasing your people's Happiness, usually at the expense of Productivity.

Productivity is the biggest issue for good gods. A huge city with plenty of amenities for your people definitely attracts migrants, but it probably also has a low Productivity rating. Good gods have very few options when it comes to Productivity, but there are steps you can take. Lamps are a good way to slightly increase Productivity, and the university helps as well.



Good gods should build plenty of Happiness-inspiring buildings in their towns.

Helping your people do their work is enough to make you sway toward good. God-building, for instance, is a good action, as is providing materials at building sites (though taking these materials from the storehouse is evil and nullifies the good of moving them to the construction site).

Having a good creature can help your own alignment as well, though your creature's alignment is independent of your own. A good creature is more likely to help your people and entertain them, which in turn makes them happy, which has a positive effect on your alignment.



Buildings in a good town glow with an attractive gleam.

Playing as Evil

Playing as evil is a bit tougher than playing as good. You must set out to be evil, and take some extra steps to keep your alignment heading downward.

Evil gods should value Productivity over Happiness. Making your people unhappy is a goal if you want to get evil alignment points. Evil gods need to be very aggressive, attacking any town they can as soon as possible. Don't just capture a town, though. Destroy its buildings, kill its people. An evil god needs to leave his mark.

Or you can turn a captured town into a slum-filled people creator. Build platoons from this town and have larger forces in less time.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II
Good and Evil](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V](#)

BLACK & WHITE 2

[Chapter I](#)

[Chapter II
Good and Evil](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V](#)



Evil gods should work their people as hard as possible, building punishment spikes and prisons as “encouragement.”

To keep your people productive, build prisons and punishment spikes. A few lumber mills and universities can also increase Productivity without the same negative impact. Don't worry about making too many worshippers; just be sure you have a high population and sacrifice citizens when you need mana.

TIP

Villagers award different amounts of mana when sacrificed, based on their age. Children award the most!

Evil gods need a large population. You need people for sacrifices, army recruitment, and just to have a surplus of people to throw around when you feel like it.



An evil town becomes dark and foreboding.

Good and Evil Actions

Your alignment is molded over a long time, based on the cumulative effect of your actions. But which actions, exactly, are evil and which are good? The game will tell you, in general terms, when you perform a good or evil deed. But it won't tell you just how evil or how good it is. Pull a tree from the ground, and you learn that this is an evil act. Truth is, this is a very minor infraction and barely affects your alignment. Same with taking resources from a storehouse: taking a huge stockpile from a storehouse has a very slight negative effect, but putting them back, or moving them to build sites, completely cancels the negative effect. Evil gods shouldn't worry too much about helping their people gather on occasion, and good gods shouldn't worry about uprooting the occasional tree.

The following list details how actions and events affect your alignment. We present this list from good to evil, with very good deeds listed first and very evil deeds listed last. Good deeds just above the neutral demarcation are minor and have very little impact on your alignment. Evil events listed just below neutral are likewise minor, while those at the list's end are the most evil.

Note that residents' Happiness seems to have little effect, but it is cumulative and can sway your alignment considerably over the long run.



GOOD ACTS

- Accepting a migration
- Converting enemy troops with Siren Epic miracle
- Converting enemy villager with prison
- Healing any villager or platoon
- Placing a building on fertile or impressive ground
- Making residents happy
- Planting a tree
- Adding resources to a storehouse or foundation

NEUTRAL ACTS

- Converting enemy villager with Siren Epic miracle
- Converting neutral villager with Siren Epic miracle
- Converting neutral villager with prison
- Killing enemy troops with army
- Killing enemy troops with spells
- Killing enemy troops with hand (crushing or throwing)
- Punishing your creature
- Rewarding your creature

EVIL ACTS

- Removing resources from a storehouse
- Uprooting a tree
- Rejecting a migration
- Hurting your creature
- Sacrificing an enemy villager
- Killing own soldier with starvation
- Sacrificing a neutral villager
- Killing own villager with starvation
- Killing own villager with a spell

Sacrificing own villager

- Killing an enemy villager with a spell
- Killing an enemy villager with hand (throwing or crushing)
- Drowning an enemy villager
- Killing own soldier with hand
- Killing a neutral villager with a spell
- Killing neutral villagers with hand
- Drowning neutral villagers
- Attacking neutral villagers
- Killing own villager with hand
- Drowning own villager
- Damaging an enemy building
- Initiating a creature fight
- Capturing an enemy town with force
- Damaging own building
- Damaging a neutral building
- Taking over a neutral town by force
- Killing your creature

NOTE

This list is different from your creature's good and evil action list. This is because your alignment has far more shades of gray than your creature's, whose actions are much easier to place in categories like "very good" and "very evil."



Chapter I

Chapter II
Good and Evil

Chapter III

Chapter IV

Chapter V

Chapter III: Buildings

Though your villagers do the work, your buildings are the backbone of your city. The buildings you choose, as well as where you choose to build them, influence everything from your villagers' Happiness to their productivity. You can increase the capacity of an industrial building or a house just by knowing what to place next to it.

This chapter provides a detailed look at the buildings available to you, what purpose they serve, and what effect they have on your people and the other buildings around them.



Knowing what to build and where to build it has a dramatic effect on your city and its people.

DWELLINGS

This category includes any building in which your people can live. From hovels to mansions, the dwellings you choose for your villagers affect their happiness, your city's Impressiveness, and even the capacity of other dwellings nearby. Buildings have two capacity ratings, one for adults and one for children. Remember that you need more dwellings for these children when they grow up, especially in cities with a happy population, because happy villagers live much longer than unhappy villagers, and dwellings are vacated less frequently.

BLACK & WHITE[®] 2

[Chapter I](#)

[Chapter II](#)

[Chapter III
Buildings](#)

[Chapter IV](#)

[Chapter V](#)



Creature Pen



Tribute cost: 0

Ore cost: 0

Wood cost: 3,000

Impressiveness (base): 800

Influence ring effect: 48

Capacity (base): N/A

Capacity (max): N/A

Bonuses: +Creature Growth,
+Creature Rest

Though your creature can sleep anywhere he wants, the creature pen is the best choice. Training him to sleep in his pen is important. While sleeping in the pen, he grows quicker, heals faster, and feels rested more quickly, meaning he'll be up and working or fighting again sooner. The creature pen doesn't require any tribute to purchase, and it's available to you from the time you first select your creature. Building the pen should be a moderately high priority, not only for your creature's sake, but for town expansion reasons: it increases your influence ring significantly.

House



Tribute cost: 20,000

Ore cost: 0

Wood cost: 300

Impressiveness (base): 10

Influence ring effect: +12

Adult housing capacity (base): 7

Adult housing capacity (max): 10

Child housing capacity (base): 3

Child housing capacity (max): 4

Bonuses: -Happiness, +Capacity
(dwellings)

The house is cheaper to build and has a greater capacity than the villa, though placing several houses close together does have a negative affect on the residents' Happiness. The impact isn't as strong as that of the hovel, but it is negative nonetheless. The greatest asset of the house is its capacity. It's a good choice for large populations in a small space, though much better suited for evil gods than good.



Hovel



Tribute cost: 25,000

Ore cost: 0

Wood cost: 280

Impressiveness (base): 2

Influence ring effect: +10

Adult housing capacity (base): 5

Adult housing capacity (max): 12

Child housing capacity (base): 2

Child housing capacity (max): 6

Bonuses: -Happiness, +Capacity
(dwellings)

The least expensive housing option, the hovel also has a high potential capacity for tenants, bested only by the skyscraper. Hovels are cheap and quick to build, but they have a negative impact on your people's Happiness, especially when built close together. Evil gods may enjoy the hovel's slum-like nature, but good gods should avoid building hovels unless absolutely necessary.



Placing hovels close together causes residents to become very unhappy.

BLACK & WHITE[®] 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

**BLACK & WHITE®
2**

Chapter I

Chapter II

Chapter III
Buildings

Chapter IV

Chapter V

Manor

Tribute cost: 40,000

Ore cost: 200

Wood cost: 800

Impressiveness (base): 120

Influence ring effect: +24

Adult housing capacity (base): 7

Adult housing capacity (max): 8

Child housing capacity (base): 3

Child housing capacity (max): 4

Bonuses: +Happiness

Manors make a good housing option for the affluent, benevolent deity. Though not quite as spectacular as the mansion, the manor has a good housing capacity, a moderately high Impressiveness rating, and a positive effect on its residents' Happiness. The one drawback of the manor is its ore cost. In lands where ore is scarce, that ore is better used for more necessary buildings. But when ore is abundant, the manor is a great way to house your people in style.

Mansion

Tribute cost: 80,000

Ore cost: 400

Wood cost: 1,200

Impressiveness (base): 240

Influence ring effect: +35

Adult housing capacity (base): 5

Adult housing capacity (max): 8

Child housing capacity (base): 2

Child housing capacity (max): 6

Bonuses: +Happiness

The most opulent dwelling available, the mansion is costly to build and has a fairly low capacity, especially considering its large space requirement. But the mansion makes its residents very happy and has double the Impressiveness of the manor. It's luxury living, to be sure, but you may find your people are worth such splendor. Just make sure you have enough tribute to purchase the blueprint; mansions cost almost as much to obtain as the skyscraper.



Skytower



Tribute cost: 100,000

Ore cost: 200

Wood cost: 400

Impressiveness (base): 40

Influence ring effect: +15

Adult housing capacity (base): 6

Adult housing capacity (max): 7

Child housing capacity (base): 2

Child housing capacity (max): 4

Bonuses: -Happiness

Skyscrapers are a unique building, in that they occupy vertical space. Skyscrapers are made up of a series of units that are placed on top of each other. Skyscrapers can be as tall as 50 units, meaning that, at their tallest, they have a base housing capacity of 300 adults and 100 children, and the whole structure takes up as little landscape as a single house. The problem with skyscrapers is that they are relative expensive to build and obtain (the blueprint's tribute cost is the highest of any dwelling). Also, when skyscrapers are built near each other, they have a detrimental effect on your people's Happiness.

Additionally, they have a low Impressiveness rating, which gets lower as the building gets taller. All in all, they are a space-efficient means of housing your people, but with drawbacks for those looking to impress their neighbors.



Skyscrapers are made up of housing units that can be placed on top of each other, up to 50 units tall.



Villa



Tribute cost: 0

Ore cost: 0

Wood cost: 320

Impressiveness (base): 40

Influence ring effect: +14

Adult housing capacity (base): 7

Adult housing capacity (max): 8

Child housing capacity (base): 2

Child housing capacity (max): 2

Bonuses: +Capacity (dwellings)

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III
Buildings](#)

[Chapter IV](#)

[Chapter V](#)

The villa is the standard dwelling for your population. The blueprint is given to you, tribute-cost free, at the beginning of Land 3. Villas have a relatively low resource cost, using no ore and only a bit more wood than houses. Villas have an impact on the capacity of buildings around them but don't benefit much from capacity bonuses themselves. Still, they are the most neutral dwelling available, with a decent capacity and a moderate Impressiveness rating. Villas have a small impact on Happiness: space them out for a positive affect, or place them close together for a small negative impact.

CIVIC BUILDINGS

The civic building category includes any building that is not involved in the production of resources. In general, these buildings are there to make your villagers Happier, but they can also serve special functions, such as increasing Birth Rate and occasionally increasing (or decreasing) your villagers' productivity.

Altar



Tribute cost: 0

Ore cost: 0

Wood cost: 3,000

Impressiveness (base): 600

Influence ring effect: +43

Capacity (base): Unlimited

Capacity (max): Unlimited

Bonuses: None

Altars are a vital part of any city, good or evil. You have access to the altar at the beginning of Land 4, and it does not have a tribute cost. The altar has no effect on the buildings around it, but it does play a very important role: at the altar, your people worship you, generating mana that is used to cast miracles. The altar also holds your miracles, which you can grab from the pedestals around its interior. The altar can accommodate an unlimited number of worshippers and has a base mana capacity of 50,000. Villagers can be sacrificed in the altar by dropping them in the sacrificial fire. Sacrificing villagers gives you an instant mana boost, but is very evil. Villagers award different amounts of mana when sacrificed, based on their age. Children award the most! Placing an Altar near a wonder gives a productivity boost.

NOTE

Building temples increases the amount of mana that can be generated at your altars. The bonus is smaller for each successive temple.

Amphitheater



Tribute cost: 200,000

Ore cost: 1,500

Wood cost: 5,000

Impressiveness (base): 1,800

Influence ring effect: +70

Capacity (base): 60

Capacity (max): 60

Bonuses: +Happiness, -Productivity

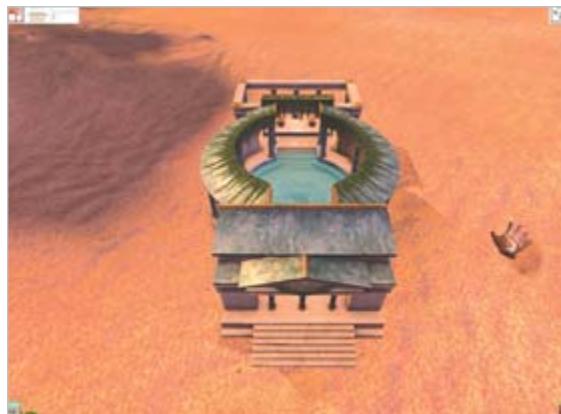
The amphitheater is one of the best investments a good god can make. It has a huge impact on your people's Happiness and a great Impressiveness rating, especially for the relatively low ore requirement. The amphitheater holds performances, and you can even zoom in on the building and watch them. The only problem is its large negative impact on productivity. Still, the benefits outweigh this drawback, especially when trying to Impress huge cities. The 200,000 tribute blueprint cost is an expensive investment but is well worth it in the long run.



Zoom in on the amphitheater during entertainment hours to watch the performers.



Baths



Tribute cost: 100,000

Ore cost: 1,000

Wood cost: 2,500

Impressiveness (base): 1,200

Influence ring effect: +30

Capacity (base): 30

Capacity (max): 30

Bonuses: +Happiness, -Productivity

Like the amphitheater, the baths are a great way to keep your people happy. Its high Impressiveness rating makes it a worthy addition to any good town. It can hold up to 30 bathers at a time, and those who use it emerge feeling Happier, though slightly less productive.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

Graveyard



Tribute cost: 30,000

Ore cost: 500

Wood cost: 2,000

Impressiveness (base): 600

Influence ring effect: +25

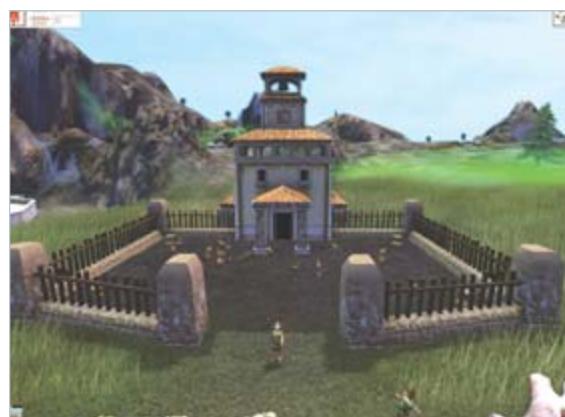
Capacity (base): 250

Capacity (max): 250

Bonuses: None

Building a graveyard gives your people a place to bury their dead. Having corpses lying around is not good for Happiness or productivity, and having a graveyard keeps the dead from littering your streets. The graveyard has a high capacity, more than enough to hold the dead of even the largest city. It's not an immediate priority, but it's a good idea to place one in any town, good or evil, when your people start to enter their golden years. Villagers don't like graveyards near their houses.

Nursery



Tribute cost: 35,000

Ore cost: 0

Wood cost: 1,500

Impressiveness (base): 100

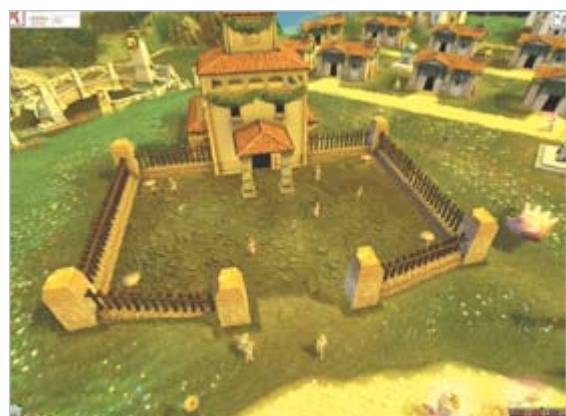
Influence ring effect: +25

Capacity (base): 20

Capacity (max): 20

Bonuses: +Birth Rate, +Aging Process

The nursery gives the children of your city a place to play and learn, keeping them off the streets. Its biggest impact is its effect on the Birth Rate in dwellings that surround it and the speed increase it gives to the aging process of kids becoming adults. Your people like nurseries, so give them one (or more, if the Birth Rate is high). If you are trying to control your population, build it away from houses. If you want to encourage breeding, place it near a large group of homes.



Nurseries give the children of your town a place to play.

Rest Home



Tribute cost: 40,000

Ore cost: 300

Wood cost: 1,500

Impressiveness (base): 500

Influence ring effect: 33

Capacity (base): 30

Capacity (max): 30

Bonuses: None

The rest home gives the elderly in your town a place to go. The elderly, like children, cannot work, and so giving them a rest home keeps them from getting unhappy as they wander the streets. It also helps you, because you don't have to mistakenly grab the aged as you pick up residents to assign as disciples. A rest home isn't a priority, but your people will want it eventually.

Tavern



Tribute cost: 30,000

Ore cost: 0

Wood cost: 2,000

Impressiveness (base): 200

Influence ring effect: -30

Capacity (base): 30

Capacity (max): 30

Bonuses: +Happiness, +Birth Rate,
-Productivity

The tavern has a variety of effects on your city. Primarily, it serves as a place for your people to gather and throw back a few after a long day of working in the fields. It has a dramatic impact on the buildings surrounding it. It boosts Happiness, increases the Birth Rate, and decreases productivity. It doesn't have a great Impressiveness rating, but its indirect influence (by making your people happy) will shift you slightly toward good.



Your villagers like to unwind at that tavern after a hard day's work.

Temple



Tribute cost: 40,000

Ore cost: 1,500

Wood cost: 3,000

Impressiveness (base): 900

Influence ring effect: +55

Capacity (base): 20

Capacity (max): 20

Bonuses: +Happiness, +Mana Capacity

The temple can be purchased in Land 3, and it's a worthwhile investment. The temple increases the Happiness of all residents in the vicinity and gives the people a place to worship you. Even more importantly, each temple in your city increases your mana cap. Building too many temples has a negative impact on your Building Variety rating, but the benefits of having a few in your city is worth the loss of Impressiveness, especially for evil gods who plan to use destructive miracles often.

BLACK & WHITE 2

[Chapter I](#)

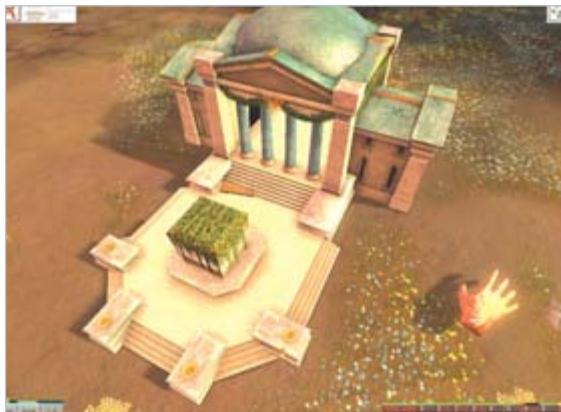
[Chapter II](#)

[Chapter III
Buildings](#)

[Chapter IV](#)

[Chapter V](#)

University



Tribute cost: 50,000

Ore cost: 500

Wood cost: 2,000

Impressiveness (base): 1,000

Influence ring effect: +45

Capacity (base): 10

Capacity (max): 10

Bonuses: +Productivity

Universities are a great way for good gods to offset the negative productivity of buildings like amphitheaters and baths. With its high Impressiveness rating and positive impact on productivity, it makes your city more appealing while making your people work harder. Build it near homes, amphitheaters, baths, or taverns to offset those building's negative productivity bonuses.

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

INDUSTRIAL BUILDINGS

Industrial buildings primarily include structures involved in resource production and processing. Buildings such as refineries and fields are classified in this category, although it also includes productivity-enhancing buildings (such as the prison), and markets. Industrial buildings don't have much of a direct positive influence on your population; in fact, many have a direct negative influence if placed too close to dwellings. But industrial buildings are very important, because they help produce the vital resources needed for a thriving city.



Field



Tribute cost: 0

Ore cost: 0

Wood cost: 0

Impressiveness (base): 0

Influence ring effect: 0

Capacity (base): 5

Capacity (max): 36

Bonuses: +Productivity (granaries)

Fields produce the grain needed to sustain your people, your army, and your creature. A steady supply of grain is absolutely essential. Fields don't cost anything to produce and can be made larger by clicking and expanding when they are placed. Larger fields produce more food and can support more farmers. A field's productivity is increased when placed on fertile land, and it can also be increased by placing it near a granary. This benefit goes both ways, as fields also increase the productivity of nearby granaries. Fields do add Impressiveness to your town, but this rating is entirely dependent on their size and where they are placed, so this rating varies wildly.



Both fields and granaries receive a productivity bonus when placed near each other.

Granary



Tribute cost: 30,000

Ore cost: 500

Wood cost: 1,500

Impressiveness (base): 200

Influence ring effect: +30

Capacity (base): 8

Capacity (max): 12

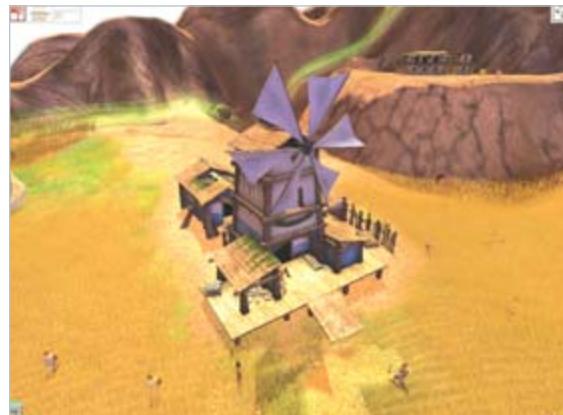
Bonuses: +Productivity (fields),
+Capacity (refineries),
-Happiness

TIP

The placement of the granary, lumbermill, and smelter is key. Placing a smelter between a mine and a storage pit means villagers can use the smelter on the way.

The granary adds an increase to your food production. Food taken from your fields is first placed at the granary, where it is refined. It is then taken to your storehouse. The amount of increase depends on how many refiners are working at the granary, and its effectiveness can be checked by holding your hand over the building. Granaries placed near fields receive a productivity bonus and add a similar bonus to the field. Placing a granary near other refineries—granaries, smelters, or lumber mills—increases the number of workers it can support. Granaries placed near dwellings will dramatically decrease Happiness in residents.

Lumber Mill



Tribute cost: 40,000

Ore cost: 600

Wood cost: 100

Impressiveness (base): 200

Influence ring effect: +30

Capacity (base): 8

Capacity (max): 12

Bonuses: +Productivity, +Capacity
(refineries), -Birth Rate,
-Happiness

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III
Buildings](#)

[Chapter IV](#)

[Chapter V](#)

Lumber mills increase the amount of wood gathered from each tree. Operated by refiners, lumber mills receive a worker capacity bonus by being placed near granaries, smelters, or other lumber mills. Lumber mills also increase the productivity of all nearby buildings, but they have a very detrimental effect on your people's Happiness, so good gods should not place them near dwellings. Additionally, lumber mills decrease the Birth Rate in nearby dwellings.



Lumber mills increase productivity in nearby dwellings, but they decrease Happiness and Birth Rate.

Plant Market



Tribute cost: 24,000

Ore cost: 300

Wood cost: 300

Impressiveness (base): 400

Influence ring effect: +15

Capacity (base): 6

Capacity (max): 6

Bonuses: +Happiness

Plant markets allow your citizens to buy flora to decorate their homes. They have a fairly high Impressiveness rating and add a Happiness bonus to all nearby homes.

TIP

There are three market types: plant, pot, and statue. Each has a high Impressiveness rating, considering the size and cost. Because there are three types, you can build numerous markets before there is a problematic drop in your city's Building Variety rating. Markets are a great investment for good gods.

Pot Market



Tribute cost: 20,000

Ore cost: 300

Wood cost: 300

Impressiveness (base): 400

Influence ring effect: +15

Capacity (base): 6

Capacity (max): 6

Bonuses: +Happiness

Like plant markets, pot markets give your people luxuries with which to decorate their homes. The result is happier residents in the immediate vicinity and an overall more attractive town.

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

Prison



Tribute cost: 35,000

Ore cost: 300

Wood cost: 1,500

Impressiveness (base): 200

Influence ring effect: +25

Capacity (base): 20

Capacity (max): 20

Bonuses: +Productivity, -Happiness

Prisons are a great investment for evil gods. The productivity bonus affects every building in a large radius, ensuring that your minions are slaving away at their full potential. Prisons make your people work harder whether or not they are occupied, but you can place villagers in prison by dropping them on the building. Good gods should avoid building prisons. They have a detrimental affect on Happiness in all nearby buildings, and placing them elsewhere nullifies their productivity benefit.



Prisons increase productivity in all nearby buildings, but have a negative impact on Happiness.

Smelter



Tribute cost: 60,000

Ore cost: 100

Wood cost: 2,000

Impressiveness (base): 200

Influence ring effect: +30

Capacity (base): 8

Capacity (max): 12

Bonuses: +Capacity (refineries),
-Birth Rate, -Happiness

Of all the resource refineries, the smelter is the most important. Ore is the only nonrenewable resource; when it's gone, it's gone. Smelters, essentially, allow you to get more from your mines. The percentage increase is based on how many refiners are present. At its base level, smelters can employ eight refiners, but placing them near other refineries increases this number (up to twelve). Because of the value of smelters, they should be placed near productivity-enhancing buildings, such as universities, storehouses, prisons, or lumber mills, especially in later missions where ore is scarcer.

**BLACK &
WHITE
2**

Chapter I

Chapter II

Chapter III
Buildings

Chapter IV

Chapter V

Statue Market



Tribute cost: 28,000

Ore cost: 300

Wood cost: 300

Impressiveness (base): 400

Influence ring effect: +15

Capacity (base): 6

Capacity (max): 6

Bonuses: +Happiness

Statue markets are the third type of market. Like pot and plant markets, statue markets increase Happiness for nearby residents and have a high Impressiveness rating.

Storehouse



Tribute cost: 0

Ore cost: 0

Wood cost: 1,500

Impressiveness (base): 100

Influence ring effect: +60

Capacity (base): 0

Capacity (max): 0

Bonuses: +Productivity

Your town needs a storehouse to hold its natural resources. Grain, wood, and ore are stored here, and each storehouse can hold 20,000 of each resource. Ideally, storehouses should be placed near resources, because each worker must carry his or her load and place it before returning to work. A long walk means lost productivity and fewer resources in the storehouse. Storehouses also increase productivity in any resource-related building in the vicinity, including refineries and fields.



The storehouse increases productivity in nearby fields and refineries.



WALLS AND ROADS

This self-explanatory category includes roads to help your people quickly move around your town, and walls to prevent the enemy from moving around your town at all.

Fortified Wall



Tribute cost: 100,000

Ore cost: 75

Wood cost: 0

Impressiveness (base): 12

Influence ring effect: 0

Bonus: +Security

The fortified wall is expensive and must be purchased from the Tribute menu. But the benefits are worth it. It's stronger than the standard wall, and it increases your town's Security rating. It also has a slightly higher Impressiveness rating, though it costs more ore per segment to build. When you purchase the fortified wall, the fortified gatehouse is included.

NOTE

The Impressiveness and resource cost of both walls (regular and fortified) is per segment. Longer walls cost more but are also more impressive.



Fortified walls are more effective against enemy attacks, keeping your people safe longer, and giving your archers more time to pick off the enemy.

Fortified Gatehouse



Tribute cost: 0

Ore cost: 150

Wood cost: 0

Impressiveness (base): 120

Influence ring effect: Special

Bonus: +Security

The fortified gatehouse gives you a way to let your villagers and platoons out of your walled city. The fortified gatehouse is stronger than the standard gatehouse and is available after purchasing the fortified wall from the Tribute menu. Fortified gatehouses can only be placed on fortified walls.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III
Buildings](#)

[Chapter IV](#)

[Chapter V](#)

NOTE

You can only start to build a wall from inside your influence, but can complete it either inside or outside of it. Walls and gatehouses don't affect your influence.

**Gatehouse**

Tribute cost: 0

Ore cost: 100

Wood cost: 0

Impressiveness (base): 100

Influence ring effect: Special

Bonus: +Security

The standard gatehouse is available in Land 3, and there is no tribute investment required. Gatehouses are weaker than fortified gatehouses, providing slightly less protection (and less security). Standard gatehouses can only be placed on standard walls.

**Road**

Tribute cost: 0

Ore cost: 0

Wood cost: 0

Impressiveness (base): 0

Bonus: +Impressiveness

Roads give your people a quick and easy way to get from one place to another. Roads cost nothing to build, but they can only be placed within your influence ring. Connecting a road to a building slightly increases its Impressiveness. The cumulative effect of this benefit is major, though, especially in large cities.

Wall

Tribute cost: 0

Ore cost: 50

Wood cost: 0

Impressiveness (base): 10

Bonus: +Security

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

Walls are an absolutely essential component of your town. They keep the enemy out and make your people feel secure. Posting archers on the walls allows you to attack incoming enemy platoons, but beware of enemy catapults; they can demolish your walls and kill any archers posted there. The only drawback to walls is their relatively high ore cost, especially when a large area must be enclosed. Walls are first available in Land 4.



Walls keep the enemy out and increase your town's Impressiveness.

EMBELLISHMENTS

Embellishments are primarily tools for the good god to increase the Impressiveness of a city and keep the people happy. There are evil embellishments, though, which are very effective at keeping your people oppressed and slaving away. Remember that embellishments have only a slight negative impact on your Building Variety rating, so you can build as many as you need.



Column



Tribute cost: 20,000

Ore cost: 150

Wood cost: 0

Impressiveness (base): 80

Influence ring effect: +4

Bonus: +Happiness

The column is a decorative pillar that increases the Happiness rating for buildings in its immediate vicinity. The column has a slightly higher Impressiveness rating than most other embellishments and a slightly higher ore cost, making it somewhat costly to build in great numbers.

Fertility Statue



Tribute cost: 18,000

Ore cost: 180

Wood cost: 0

Impressiveness (base): 100

Influence ring effect: +9

Bonus: +Happiness, +Birth Rate

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

The fertility statue has many benefits. It has a fairly high Impressiveness rating, it increases the Birth Rate in dwellings nearby, and it has a very slight positive effect on residents' Happiness.

Lamp



Tribute cost: 10,000

Ore cost: 100

Wood cost: 0

Impressiveness (base): 40

Influence ring effect: +4

Bonus: +Happiness, +Productivity

The lamp lights up your streets after nightfall and keeps your residents happy and busy. The lamp is an expensive embellishment, considering its ore cost and relatively low Impressiveness rating, but it's one of the few ways a good god can improve productivity without negatively affecting villagers. The lamp improves productivity and Happiness in any nearby building.



Lamps increase Happiness and productivity in nearby buildings.

Meadow



Tribute cost: 15,000

Ore cost: 0

Wood cost: 0

Impressiveness (base): 100

Influence ring effect: 0

Bonus: +Happiness

The meadow is one of the best, and cheapest, ways to increase the Impressiveness of your town. It's free to build, and its Impressiveness increases the larger it is. Like fields, meadows are enlarged by clicking and dragging when placing them. Use meadows to attract animals that carnivorous animals (tigers, wolves, and lions) can eat without a negative alignment impact. Evil gods should consider meadows for this very reason; you don't want your creature eating all of your villagers, no matter how evil you are.

Naming Fountain



Tribute cost: 25,000

Ore cost: 200

Wood cost: 0

Impressiveness (base): 100

Influence ring effect: +10

Bonus: +Happiness, Special

The naming fountain increases your people's Happiness, but its primary function is unique. If you pick up a villager and drop him or her in the fountain, you can change that villager's name to whatever you want.



Drop a villager in the naming fountain, then type in a new name.

Punishment Spike



Tribute cost: 10,000

Ore cost: 0

Wood cost: 250

Impressiveness (base): 40

Influence ring effect: +6

Bonus: +Productivity, -Happiness

The punishment spike, prominently displaying an array of severed heads, shows your people what will happen if they defy you. Fear is a great motivator, and the presence of a punishment spike increases productivity for any nearby buildings and villagers. As may be expected, it also decreases Happiness. The punishment spike is only available to evil or neutral gods.



Punishment spikes strike fear, and increased productivity, into your villagers.

Torture Pit



Tribute cost: 35,000

Ore cost: 100

Wood cost: 500

Impressiveness (base): 60

Influence ring effect: +15

Bonus: -Happiness

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III
Buildings](#)

[Chapter IV](#)

[Chapter V](#)

For the evil god, nothing says “stop smiling” like the torture pit. It dramatically decreases Happiness in nearby buildings, ensuring your evil nature isn’t questioned and keeping those pesky migrants away. The torture pit also gives you an additional location to sacrifice villagers.

Well



Tribute cost: 15,000

Ore cost: 100

Wood cost: 500

Impressiveness (base): 100

Influence ring effect: +6

Bonus: +Happiness

The well is a decorative embellishment that significantly increases Happiness ratings in buildings within its effect radius. The well provides another option for good gods to increase their villagers’ well-being.

MILITARY BUILDINGS

Military buildings produce your platoons and siege engines. The heart of any war-minded city, armories and siege workshops should be among the first buildings constructed by evil gods. Good gods will want them as well; having an army doesn’t need to be an aggressive act. Your enemies will attack no matter how benevolent you are, and it’s essential to have platoons to defend your city.

Armory



Tribute cost: 40,000

Ore cost: 500

Wood cost: 2,000

Impressiveness (base): 100

Influence ring effect: +40

Bonus: +Birth Rate

The armory produces swordsman platoons and is a required purchase in Land 3. It has a very slight increase on the Birth Rate on dwellings in the immediate vicinity, but otherwise the armory serves only to produce troops. Its Impressiveness rating is very low, so evil gods needn’t worry about its effect on neighboring villages. It does have a strong effect on your ring of influence, though, so placing it near the border gives you plenty of new land on which to build.

NOTE

Because they have little impact on other structures, military buildings should be built away from the major areas of your town.



Ranged Armory



Tribute cost: 70,000

Ore cost: 500

Wood cost: 2,000

Impressiveness (base): 100

Influence ring effect: +45

Bonus: +Birth Rate

Like the armory, the ranged armory primarily serves to produce troops, in this case bowman platoons. It, too, has a low Impressiveness rating and a very slight increase on the Birth Rate in nearby dwellings. Like the standard armory, the ranged armory is a good way to push out your influence ring and has a slightly greater effect than the armory.



Military buildings serve one purpose and one purpose only: producing platoons and siege engines.

Siege Workshop



Tribute cost: 100,000

Ore cost: 500

Wood cost: 2,000

Impressiveness (base): 120

Influence ring effect: +50

Bonus: None

The siege workshop produces your catapults, which can tear through enemy walls. Siege workshops have no impact at all on other buildings and have very little Impressiveness. They do, however, have a strong effect on your influence ring and, like the armories, can be used to increase your area of influence.

WONDERS

Wonders are massive, expensive, and very impressive. Each wonder produces its own Epic miracle, and each Epic miracle can be devastating to your opponents. Wonders aren't cheap, though, and if you want the most expensive wonders, begin saving your tribute from the very beginning. Purchase too many amenities for your people, and the Volcano or Earthquake wonders will always be out of reach.

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Buildings

Chapter IV

Chapter V

Earthquake Wonder



Tribute cost: 800,000

Ore cost: 4,000

Wood cost: 8,000

Impressiveness (base): 3,000

Influence ring effect: +120

Capacity: Unlimited

Bonus: None

The Earthquake wonder is the second most expensive wonder, surpassed only by the Volcano. The Earthquake wonder produces the Earthquake Epic miracle, which can be used to destroy enemy buildings and walls. It's a very powerful miracle and well worth the investment, especially for evil gods planning a violent sweep through a land.

NOTE

All wonders have a huge effect on your influence ring; when built at your ring's edge, you gain a larger area in which to expand.



Hurricane Wonder



Tribute cost: 600,000

Ore cost: 4,000

Wood cost: 9,000

Impressiveness (base): 3,000

Influence ring effect: +120

Capacity: Unlimited

Bonus: None

The Hurricane wonder costs more to build than the Earthquake, but its blueprint is significantly less expensive. The Hurricane epic miracle is produced here, and this miracle can tear through an enemy city, destroying buildings and killing people. The Hurricane has no effect on walls.



Wonders can support an unlimited number of worshippers. The more worshippers at the wonder, the faster its Epic miracle charges.

Siren Wonder



Tribute cost: 200,000

Ore cost: 4,000

Wood cost: 7,000

Impressiveness (base): 3,000

Influence ring effect: +120

Capacity: Unlimited

Bonus: None

The Siren wonder is the least expensive wonder, both in terms of resources and tribute. But its epic miracle, the Siren, is very powerful. The Siren instantly converts neutral and enemy villagers to your side. It even works on enemy troops, though they become civilians when converted.

Volcano



Tribute cost: 1,000,000

Ore cost: 4,000

Wood cost: 10,000

Impressiveness (base): 3,000

Influence ring effect: +120

Capacity: Unlimited

Bonus: None

The Volcano wonder is the single most expensive structure you can buy. It requires a tremendous amount of wood to build, but the investment is well worth it. The Volcano epic miracle is devastating, wiping out every structure and person in its path and leaving huge scars on the landscape.



The Volcano wonder is the most expensive structure in the game, but its Epic miracle is a devastating weapon.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)
[Buildings](#)

[Chapter IV](#)

[Chapter V](#)

Chapter IV:

CREATURES



**BLACK
&
WHITE[®]
2**

- Chapter II
- Chapter III
- Chapter IV
Creatures
- Chapter V

Creatures are the most important part of any village. They are faster workers than villagers, better fighters than platoons, and can keep your people entertained and happy while you deal with more pressing issues. The creature is your right-hand animal, but he must be taught how to behave.

Training your creature is one of the most important tasks in the game, and it's an ongoing one. Your creature is a quick learner, but you can constantly refine his behaviors and his morality, during your journey through the nine lands.



A young creature has a basic personality that you can mold over time to suit your wants and needs.

Like you, your creature has an alignment. His alignment is independent of your own, though—you can be a malevolent god and have a sweet, tender creature. Likewise, you can be a god of pure goodness, while your creature is a terrifying killing machine. Ideally, though, your creature is an extension of your own playing style, because it simply makes your job easier if your creature is performing tasks that benefit your own chosen path. Your creature slowly learns to behave based on you teaching him right from wrong, but it's a strictly “do as I say, not as I do” situation.



Players familiar with the original *Black & White* will find that creature training has changed dramatically. He no longer learns directly from your actions. There is much more feedback about what your creature is thinking and feeling, and you have a great deal more flexibility with teaching him how to behave, without having to behave that way yourself.



Your creature lets you know what he's thinking and how he's feeling at all times.

TIP

You can zoom to your creature by pressing **[C]**. Press **[C]** a second time to return to your original location.



CHOOSING A CREATURE

Your first task is choosing a creature. This creature will be with you throughout the game, so choose one you like. Each creature type has certain basic personality traits, but these are malleable, and his training is more important than his default behavior. Cows, for instance, are generally sweet creatures, but with the right training they can become fierce warriors.



The creature you choose becomes your constant companion for the remainder of the game.

The following creature descriptions give you an idea of each creature's basic nature. Knowing this can help you decide which one matches your playing style, as training a carnivore to eat only grain is slightly more difficult than encouraging a vegetarian to do the same. But, and this bears repeating, with proper training any creature can become your perfect pet.



Ape



The ape begins as a jack-of-all-trades. He's good at every task but has no particularly strong suit. If left to his own devices, he would goof off and play all the time. Give him a toy to make him happy, but make sure he learns early on that he needs to work, as the ape is a bit lazy. He's very strong, though, so he's a great choice for evil gods looking for a beast to mold into a fighter, even though he tends to be a bit sluggish.

Cow



The cow is a nurturing creature, primarily interested in keeping your people happy. A natural gatherer and entertainer, the cow likes your peoples' attention and likes to make sure they have all the resources they need. He's ideally suited for good gods, although with a bit of discipline he can become a very good fighter. Like the ape, the cow is strong but not particularly agile. Still, brute force is important when fighting, and when he lands blows, they do a great deal of damage.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

Lion



The king of the beasts is a great soldier. He's a good creature for evil gods, as he is naturally inclined to attack, but good gods can harness his quick learning for other tasks as well. Lions are naturally somewhat poor gatherers and generally dislike the task. Additionally, they prefer meat, so getting them to subsist on a diet of grain is difficult. Good gods who don't want their villagers getting chomped up need to watch the lion carefully, as he is inclined toward the taste of flesh and tries to sneak meaty snacks often.

TIP



Carnivorous creatures desire meat no matter how much grain you give them. If your carnivore is attacking villagers, and you don't want him to, consider building a meadow. This will attract animals for him to munch on—a much less evil act than eating humans.

Tiger



The tiger is only available in the game's special edition. If he's available, he appears at the back of the Creature Selection screen, standing away from the other animals. The tiger is a great all-around creature and performs well in any role. Like the lion, though, the tiger is a carnivore, so evil gods can indulge his appetite for meat, while good gods need to watch him carefully so he doesn't eat the villagers.

Wolf



The wolf is very agile and very intelligent. He is naturally predisposed to be very territorial, and as a result is very protective of your town, quickly attacking any invaders. His agility makes him a good fighter, but he isn't very strong, so a regular physical regimen is in order to build up those muscles and increase his strength. The wolf is a carnivore.

ENEMY CREATURES

Each enemy nation you face has a creature of its own. The Norse have a wolf, the Japanese have a tiger, and the Aztecs have an ape. Like your own creature, these are each nation's strongest weapon, and they will use them against you.

There are three good ways to deal with an enemy creature. The first is taking him out yourself by using miracles. The second is engaging him with your creature and some troops. The third is having your creature attack him one-on-one. In the latter cases, your creature needs to be in good physical condition to survive the battle. Creature fights can go on for a very long time, especially if each creature can heal; when one is defeated, that creature is out of commission for a while.



Creature fights are long, violent battles, leaving each combatant with lifetime scars.

NOTE

When a creature loses all of his hit points, he remains out of commission for two minutes. After this time, he regains consciousness, but only with half of his health and in generally poor physical condition.

Norse Wolf



The Norse creature is a scrawny, neglected wolf.

You encounter the Norse wolf in Land 3. He's a scrawny little beast, too skinny and weak to be much of a threat to your own creature. The wolf won't leave the confines of his home town very often, but invading troops should be careful. Like all wolves, the Norse wolf is very territorial, and even a scrawny beast is a good weapon against human soldiers.

Japanese Tiger



The Japanese tiger is a fierce fighter with miracles at his disposal.

The Japanese tiger is a much more worthy adversary. He has miracles at his disposal and is fairly strong. If your creature engages the Japanese tiger, have support troops ready to aid in the battle. If your platoons encounter him on their own, they are likely to get taken down quickly. The Japanese tiger is very aggressive and relentlessly attacks your town when you face the Japanese.

**BLACK &
WHITE
2**

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

Aztec Gorilla



The Aztec gorilla is an evil warrior, with lightning and heal miracles and the Master Soldier upgrade.

You spot the Aztec gorilla briefly in Land 2, but you won't face him until the final battle. This is a good thing: The Aztec gorilla is pure evil. Strong and fierce, he uses lightning miracles on your platoons and heals himself when hurt. He has the Master Soldier upgrade, giving him a devastating special attack (see the "Creature Roles" section of this chapter for more information on role upgrades). To emerge victorious from a fight with this beast, your creature needs to be in top shape and have some miracles of his own. Support troops are also a good idea, and make the gorilla your primary target whenever he is in the vicinity.

BLACK & WHITE 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
Creatures
- Chapter V



TIP



Enemy creatures can be very dangerous to your own creature and are definitely dangerous to your troops, but they aren't so strong against the might of a deity. If you can engage them within your influence ring, you can use heal spells on your creature to keep him standing or, better yet, use your own destructive miracles to take them out very quickly.

RAISING YOUR CREATURE

Understanding your creature's behavior is the key to raising him properly. Your creature has a wide range of needs, moods, and conditions; knowing these can help you understand why he is acting a certain way, and then take steps to encourage his actions, punish his bad deeds, or fix whatever's bothering him.

Training



Teaching your creature what to do and what not to do molds his personality and his alignment.

The most important part of raising a creature is training him to perform certain tasks. The creature roles (see the “Creature Roles” section) can help ensure that your creature is doing what you want, but simply teaching him appropriate behavior encourages him to perform your approved tasks of his own free will.

It's easy to know what your creature is up to. Being omniscient, you can always read his thoughts. Small thought bubbles appear over his head any time he is preparing to perform an action, whether it be eating a villager or simply going to sleep by a tree. This is your best opportunity to teach him whether or not that action is something he should be doing.

REWARDS AND PUNISHMENT

Training your creature involves punishment and reward. Click and hold the Action button on your creature when he is about to do something. This zooms your view into a close-up of the creature. At this point, you can slap him by moving the mouse back and forth violently while holding the Action button, or pet him by softly moving the mouse while holding down the Action button. Slapping him tells him that his intended action is bad, and he is less likely to do it in the future. Petting him encourages the action, and he is more likely to do it again.



Slapping or petting your creature affects his attitude toward performing deeds.

When in this view, a meter appears over the creature's head. If you punish him, the meter's marker moves to the left. If you reward him, it moves to the right. The farther the meter moves to either side, the more or less likely your creature is to repeat his action.

Remember that punishing or rewarding your creature affects your alignment, so evil gods should punish the creature frequently, while good gods should try to encourage his good behavior instead of punishing his bad.

NOTE



Evil gods can give the creature a huge wallop by holding down the Action button at the side of the screen before hitting him. This gives him a closed-fist hit, instead of the more forgiving open hand, and lets him know that his action is very bad. Hitting your creature in this manner will leave scars.

GIVING HIM ORDERS

You can have more direct control over your creature's actions by using the leash. To activate the leash, either click the Action button on the creature or press **L**. When you move the hand over an object while holding the leash, a small dialog box shows you what the creature will do if you click on that object. For instance, if you point at a rock, it informs you that the creature will pick up the rock should you click on it. Point at a foundation, and the creature builds the structure.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)



BLACK & WHITE[®] 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
Creatures
- Chapter V



Using the leash, you can give your creature direct orders, and then punish or reward him for those actions.

This gives you an easy way to teach the creature actions you want him to perform. Order him to build a house, and he moves over to do so. At this point you can reward him, letting him know that building structures is encouraged. When he is holding an object, you can point to him to reveal what action he will perform with the object if you click on him. If he is holding a rock, click on him to tell him to work out. Again, encourage him at this point, and he is more likely to work out with rocks on his own in the future.

While your creature is holding an object, you can click on another object and he performs an action using those two objects. If he is holding some ore and you click on the storehouse, he places the ore in the storehouse. Click on a foundation while he is holding ore, and he places the ore at the foundation to be used by builders or by him if you then order him to build.

To release the leash, either click the Action button on the creature or press **L** again.



THE CREATURE LEARNING MENU

There is another way to train your creature, which allows you to punish or reward him for potential actions when he isn't even considering them. Open the Creature Learning menu (either click it from the menu tabs or press **F2**). This menu gives you a list of every action your creature has learned and how likely he is to do it.



The Creature Learning menu gives you quick access to every action your creature has learned.

Hold the mouse over an action to show his current attitude toward it. If you click on an action, you enter the zoomed view, allowing you to punish or reward your creature for that action. This is a handy way of making sure your creature isn't eating villagers or that he isn't learning to hate gathering. Check the Creature Learning menu often to make sure he's remembering what you've taught him and to see what new actions he's learned to perform.

NOTE

Actions don't appear in the Creature Learning menu until your creature has learned them.



Needs and Attributes

Your creature's health and Happiness are dependent on many physical traits. These traits can determine how effective he is in battle and in performing his other tasks. This section helps you understand how your creature's physical attributes affect his attitude and his abilities.

DIET

Your creature will try to eat just about anything he can pick up. Rocks, toys, people, trees: if he can hold it in his hands, there's a good chance it will end up in his stomach. You must train your creature to eat only the items that actually provide nourishment. These include animals, villagers, soldiers, and grain. Eating other items causes your creature to be ill and throw up, emptying his stomach and becoming very hungry as a result. Though it won't harm him to eat nonfood items, it does cause him to waste food that he has already eaten.



You must keep your creature well-nourished, and keep him away from eating nonfood items.

All animals can survive on grain, but tigers, wolves, and lions have a tendency to prefer meat. They gravitate toward eating your villagers, which disrupts your production, thins your population, and shifts the creature's alignment toward evil. Provide him with meat by building a meadow, which attracts animals. Encourage him to eat these animals so he can satisfy his hunger for meat without negatively affecting his alignment. Eating opponents' villagers is also evil, but if you want an evil pet, this is a good way to affect his alignment without disrupting your town. Just be careful that he doesn't scurry off to an enemy town or settlement every time he needs a snack.



Building a meadow attracts animals, which carnivores can eat instead of villagers.

BOWELS

That food has to go somewhere, and your creature needs to relieve his bowels fairly often. He tries to vacate his waste on pretty much everything, but there are two places where it actually does some good: fields and trees. Both of these benefit from the direct fertilization your creature provides. Trees will grow larger, and new trees sprout up around them. Likewise, a field quickly replenishes its grain when your creature uses it as his bathroom. Train him to poo only on fields and trees, and he is more than happy to oblige.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)



Teach your creature to relieve himself on fields and trees.

If he does the deed elsewhere, don't worry. Pooing on buildings or in the storehouse does not affect his alignment. It can have a negative impact on your people, though. It's only natural that such an act would cause your villagers to be a little unhappy. If your creature uses one of your buildings for this particular need, order him to pick it up and drop it on a field or near some trees.

REST

Sleep is almost as important as food to your creature. He can sleep pretty much anywhere, but it's best for him to sleep in his pen. Sleeping in his pen promotes healthy growth, heals him faster, and is generally more restful, meaning he can sleep for a shorter period of time and feel as rested as if he slept for longer somewhere else.



Your creature works and plays hard. A good night's sleep promotes Happiness.

If he doesn't get rest, your creature grows increasingly unhappy, which causes him to become rebellious and do what he wants. You really don't want a tired creature in combat, or else he storms off, allowing the enemy troops to run rampant.

NOTE

Smaller creatures require more sleep than larger creatures. Physically fit creatures require less sleep than out-of-shape creatures.

STRENGTH

A creature's strength determines what objects he can lift and how much damage it does in combat. Some creatures, such as the ape, are naturally stronger than others. But you can train your creature to develop muscle mass.



Working out with rocks or trees develops muscle mass.

Carrying heavy objects around gradually increases his strength. Better yet, you can tell your creature to work out with almost anything he can hold. Heavy objects are obviously better for this task, but any exercise is beneficial. Encourage your creature to work out with trees and rocks, as these two items tend to be the heaviest; he quickly develops a nice set of rippling muscles.

Your creature's strength slowly deteriorates if he isn't working out, so order him to do some heavy lifting before heading into battle.

FITNESS

Your creature's fitness affects how agile he is in combat. Agility is just as important as strength, as it determines how often a creature hits. A fit and strong creature is very deadly, so keep your creature as fit as possible. This is especially important with cows and apes, both of which are naturally clumsy animals.



Make your creature run around to increase his fitness and agility.

To increase your creature's fitness level, make him run around. Just grab the leash and click the Action button on a clear spot of the landscape. If he doesn't run, click again. Keep running him until he is out of breath. When he recovers, run him some more.

A fit creature also needs less rest than an unfit creature, allowing him to perform more tasks and stay in combat longer before he gets tired and unhappy.



TIP



Your creature sweats when he exercises, and too much sweat makes him unhappy. Use a water miracle on him to wash the sweat away, and his Happiness increases after a strenuous running or workout session.

WEIGHT

The more you feed your creature, the fatter he gets. The less you feed him, the skinnier he will be. The fatter your creature is, the less agility he has. Fat creatures simply can't fight as well as fit creatures, and though they can be just as strong, they won't land many blows. Trim down your creature by making him exercise.



Heavier creatures take less damage in combat, but they are also less agile and hit less frequently.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

Being large isn't all bad; weightier creatures take less damage in combat. Though agility makes your creature a better fighter, his weight allows him to last longer in a battle. Though it's better for your creature to be fit than fat, you definitely don't want him to be too skinny. No matter how strong or agile he is, a skinny creature is easy to defeat simply because he takes more damage. A healthy creature, with a good balance of weight, strength, and agility, is best.

HEIGHT

When you first meet your creature, he is a mere four meters tall. Over time, he grows to almost three times that size. Your creature grows no matter what you do, but you can help him grow faster. When your creature sleeps in his pen, his growth rate increases. It also increases when your creature is happy, so if you meet his needs, he'll sprout up more quickly than a miserable, terrified creature.



At full height, your creature stands 11 meters tall.

Moods

Your creature's mental health is equally important to his physical health. Though generally an even-keeled beast, your creature can enter into emotional states that have a dramatic impact on his behavior. These emotional states are typically caused by his environmental conditions, how well his needs are being met, and how much attention you are giving him.

AFRAID

If your creature is afraid, he is most likely taking damage. If you can send him into combat, his fear will be replaced by anger. Creatures can also become afraid if they are away from your town for too long a period of time, and all creatures are terrified of fire. When your creature tells you he is afraid, click and hold on him with the Action button to zoom into the punishment/reward view, and then pet him gently. This calms him down and lets him know that everything is fine. You can also pet him to extinguish him if he is on fire.



All creatures are terrified of fire.

ANGRY

There are several ways for your creature to become angry. He becomes angry if you punish him severely or if you throw objects at him. When your creature is angry, he has a tendency toward wanton destruction. He may set trees on fire or throw rocks at your buildings. He may eat villagers. Even a very good creature takes his anger out on the objects around him, so an angry creature is a dangerous creature. If your creature gets angry, pet him to make him feel better.



Angry creatures are prone to wanton acts of destruction and vandalism.

There is one case in which his anger is a positive: if enemy troops are nearby, your creature gets angry and attacks them. Do not calm him down until the troops are destroyed or have fled. His anger remains after the battle is finished, so be sure to give him a few reassuring strokes so he calms down and doesn't start throwing your villagers at your city walls.

BORED OR LONELY

Creatures become bored or lonely if you leave them alone for too long. A bored creature is very unhappy and stops doing the things you've taught him to do. He will look for any means of entertaining himself, many of which are dangerous for your villagers. Keep your pet occupied and give him plenty of attention. Your creature is less likely to get bored if he has a toy to play with.



If you leave your creature alone for too long, he becomes bored and lonely.

HAPPY

If your creature is happy, that means all of his needs are being met to a reasonable degree, and he feels safe, well-rested, and adequately fed. Every attribute of your creature ties into his Happiness, but he is, by and large, fairly easy to keep content. If your creature is unhappy, give him a reassuring pet or two, which temporarily fixes the problem; then find out what's irking him and take care of it.



Keep your creature safe, well-fed, and well-rested and he will usually be happy.



Toys

There are three toys available for your creature: The ball, the teddy bear, and the voodoo doll. All of these are available for purchase from the Tribute menu. Your creature naturally enjoys playing, and allowing him some leisure time with a toy keeps him happy and occupied.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

The Ball



Alignment: Neutral

Tribute cost: 10,000

The ball is the neutral toy. It has no direct effect on the creature's alignment, though all forms of play shift him toward good. The creature loves to throw the ball and can even learn to play catch with you. Grab the ball and lightly toss it to him. He catches it and throws it back. To keep your creature fit while he's having fun, throw the ball past him so he runs to grab it.



Use the ball to play catch with your creature.

Teddy Bear



Alignment: Good

Tribute cost: 10,000

Playing with the teddy bear keeps your creature happy and slightly shifts his alignment toward good. Your creature will hug and squeeze it, and the teddy bear speaks words of affection in a squeaky, mechanized voice. (For some fun of your own, drop a heavy object on the teddy bear and listen to his attitude change.) You creature also enjoys tossing the teddy bear around, but be careful that he doesn't do so in crowded areas. It's a monster-sized teddy bear and can damage or hurt your people.



The teddy bear teaches your creature to be caring and loving.



Voodoo Doll



Alignment: Evil

Tribute cost: 10,000

Like the teddy bear, the voodoo doll is both a toy and an alignment adjustment tool. Unlike the cuddly teddy bear, the voodoo doll is a creepy little rag toy with which your creature uses to practice maiming and killing your enemies (or your own people). When your creature plays with the voodoo doll, his alignment slowly shifts toward evil.



The voodoo doll teaches your creature the gentle art of death and destruction.



Other Items

If he can't find a toy, your creature tries to find other items with which to keep himself amused. Anything he can pick up might be used as a toy, but some are more dangerous than others. For instance, if he starts throwing large boulders around, he can significantly damage your town. It's best to encourage him to play only with toys.



Without a toy, your creature finds other things to use as toys. These other things can kill your villagers and demolish your buildings.

NOTE

Don't fret if your creature throws a toy in the sea. If a toy is lost for good, a replacement appears in his pen.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

CREATURE ROLES

There are four specific roles your creature can assume: Builder, Entertainer, Gatherer, and Soldier. Additionally, there is the Free Will mode, which allows your creature to do whatever he wishes. Using roles properly can help you quickly get a town up and running or recover from a devastating attack. But use roles carefully: when your creature is in a role, it slowly saps him of free will. Your creature needs free will to be happy, and without it he simply becomes a mindless automaton, endlessly repeating whatever task you have assigned.

To assign a role to your creature, open the Creature menu (quickly access it by pressing **F3** or **R**). Click the Action button on the role you want to assign. The leash appears and changes color to represent the role. Double-click the Action button where you want the role performed. Your creature is now leashed to that area and performs the assigned task on any relevant building or enemy within the displayed radius. In certain cases, your creature can leave the radius, but in general, he stays within the designated area.

Free Will

Free Will is not a role but is your creature's natural state, and the one in which he is most happy. In Free Will mode, the creature performs tasks of his choosing and works to meet his own needs if you've trained him well. If leashed to an area in Free Will mode, the creature does what he likes, but only within the displayed area.



In Free Will mode, your creature does what he wants and what you've trained him to do.

Again, if you keep him out of Free Will mode for too long, he slowly loses initiative, becomes unhappy, and stops performing tasks of his own volition. If your creature loses too much of his free will, help him regenerate it by allowing him to play with toys and leaving him to his own devices for a while. Free Will slowly returns over time.

Each of the four roles has two upgrades, Advanced and Master, available from the Tribute menu. To purchase these upgrades, press **F4** to open the Tribute menu, and then click on the Creature submenu. To purchase the Master upgrade for any role, you must first purchase the Advanced upgrade.

Builder

Using the Builder mode is the best way to ensure that your creature is helping to raise your structures. When you choose the Builder mode, the leash turns blue, and you can place it anywhere. The creature then builds or repairs any damaged or incomplete structures in the designated radius. He may leave the assigned area to get materials, or you can help him by carrying them to the building area yourself. Without upgrades, the creature is a fairly slow builder, but he is faster than your villagers. Upgrading his skill increases the speed at which he builds.

BUILDER UPGRADES

Level	Tribute Cost	Effect
Advanced	50,000	Builds twice as fast
Master	125,000	Builds three times as fast



In the Builder role, your creature constructs or repairs any damaged or incomplete buildings nearby.

Entertainer

Creatures love attention, and nothing gives them attention like a huge group of villagers standing in a circle, cheering them on as they perform some ridiculous stunt. The benefits go both ways: villagers are happier when they are entertained by your creature, and happy villagers live longer, increase your town's Impressiveness, and shift your alignment toward good.

When you select the Entertainer role, the leash turns into a rainbow of color. Place the leash, and the creature entertains everyone in the displayed area. For the most benefit, leash him near a large group of stationary villagers. Worship sites are good, as are nurseries, busy roadways, and areas with many gatherers.

ENTERTAINER UPGRADES

Level	Tribute Cost	Effect
Advanced	50,000	Villagers made twice as happy
Master	100,000	Villagers made three times as happy



Entertaining makes your villagers happy, and happy villagers live longer.

Gatherer

The Gatherer role forces your creature to devote all of his attention to harvesting resources. He harvests any resources within the effect radius but can leave the radius to place resources in the storehouse. Open the Creature menu and select Gatherer. The leash turns green; you can then anchor the creature near resources. If you place him near a field, he farms. If you place him near trees, he uproots them for wood. If you place him near ore, he gathers ore. If you place him near more than one resource, he gathers everything available.

Combine this role with the water miracle, and your creature can become a very powerful harvester, watering your fields and trees and then adding the wood and grain to your stockpile. At first, he can't carry much (though he is more effective than your villagers), but with each Gatherer upgrade, his carrying capacity increases. At the Master level, he also gains the ability to throw resources into the storehouse, removing the time lost while he carries them.

GATHERER UPGRADES

Level	Tribute Cost	Effect
Advanced	50,000	Carrying capacity doubled
Master	150,000	Carrying capacity tripled; gains ability to throw resources



Purchasing gatherer upgrades allows your creature to carry more resources.

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV
Creatures

Chapter V

Soldier

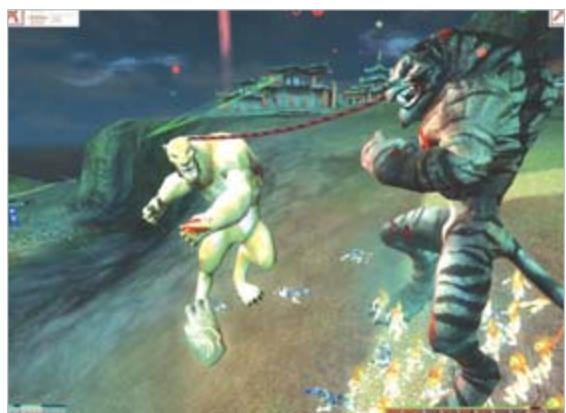
The Soldier role is one of the most useful, but it is also the role that most quickly drains your creature's Free Will. Though single-mindedly evil gods may want a mindless killing machine, gods who want their creature to thrive and prosper should be very careful about leaving their creature in the Soldier role for too long.

When you select the Soldier role, the leash turns red. When you place the flag, he attacks anything in the marked radius. He cannot leave the radius, so he is powerless to retaliate against ranged attacks coming from outside the area.

Soldier upgrades increase the amount of damage dealt with a successful attack, and with each upgrade the creature learns a new fighting move. The Advanced Soldier upgrade gives the creature an attack that sweeps large groups of enemies away, while the Master upgrade gives each animal breed a special attack. Apes learn a belly-flop move, cows learn a backflip move, and the three carnivore breeds all learn to pounce on enemies.

SOLDIER UPGRADES

Level	Tribute Cost	Effect
Advanced	50,000	Attacks do more damage; sweep attack
Master	250,000	Attacks do more damage; special attack



The Soldier role drains your creature's Free Will the fastest.

CREATURE MIRACLES

Just as you can cast miracles to kill the enemy and protect your troops, so can your creature. Purchase creature miracles from the Tribute menu. Your creature has four miracles he can learn: water, fire, lightning, and heal. In general, the creature casts his miracles according to his intuition and whims. There are a few instances, though, where you can command him to use the water and heal miracles.

Fire

Tribute cost: 90,000

The fire miracle is a basic offensive miracle for your creature, and he uses it primarily against buildings and siege engines, though he occasionally casts it against enemy platoons as well. The fire miracle can be a very dangerous tool in the hands of an angry creature. If he gets too agitated and gets his mind set on destruction, he may set some trees or one of your buildings on fire. If he does, calm him down by petting him, then instruct him to extinguish the fire with the water miracle or do it yourself.

Heal

Tribute cost: 75,000

The heal miracle gives your creature the ability to heal platoons, villagers, and himself. Every time he heals, his alignment shifts toward good. You can command him to heal hurt platoons by grabbing his leash and clicking on the platoon flag. However, your creature may try to heal the enemy as well. Though this is still a good action, you should discourage such behavior with a few hard slaps. Though primarily a good miracle, the heal miracle is important for evil creatures as well. Healing during combat is vital during large battles, and your creature can save lives, especially his own, if your troops are out of your own miracle-throwing range.



Healing troops shifts your creature toward good but is an essential miracle for any god planning to send his creature into battle.

Lightning

Tribute cost: 75,000

The lightning miracle is your creature's most devastating offensive weapon. It can take down a small platoon with a single shot and seriously reduce the size of a large platoon. If you plan to send your creature into battle, or even if you just need him to defend your town, the lightning miracle is essential.



The creature's lightning miracle is his more powerful weapon.



Water

Tribute cost: 50,000

A great miracle for good creatures, use the water miracle to water fields and trees and to put out fires. Your creature waters fields and trees according to his own desires, but you can specifically command him to extinguish fires. If something is burning, just grab his leash and click on the object. He knows what he needs to do.

CREATURE COMBAT

There are a few things to consider when sending your creature into battle. First, whenever possible, have him fight within your influence ring. If the enemy is nearby but out of your range of influence, send your creature to attack, and then lure the enemy back to your ring. In your ring, you can heal your creature and cast offensive spells to help him. If you have archers stationed on your walls, they can provide support for your creature, quickly eliminating any nearby enemy platoons.



Lure enemy troops into your influence ring whenever possible.



BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV
Creatures

Chapter V



Miracles are especially important when fighting large battles. The heal and lightning miracles together make him almost unstoppable.

Remember that your creature's physical fitness level affects his combat effectiveness. Don't send a skinny creature into battle, and make sure he has a bit of weight to absorb some damage. He should also be strong and agile during combat, so make him run around and work out with rocks and trees before engaging the enemy.



Throw your creature a tree and he uses it as a club to bludgeon enemies.

Finally, if your creature is extremely wounded and isn't healing himself, have him flee the battle. Your creature is fast enough to outrun anything but another creature, and losing him in battle means a fairly long wait until he's able to return in top physical form.

If your creature dies in combat, he will be out of commission for approximately two minutes. He respawns in his pen or, if there is no pen, near your Town Center. When your creature respawns he is fairly weak, with only 50 percent of his health. Quickly get him back into fighting shape if you need to send him back into the fray.

TIP

Your creature can use weapons against the enemy. Throw him a rock or, even better, a tree, and he can use it as a bludgeon to beat his foes senseless.

CREATURE ALIGNMENT

Your creature can be good or evil or a mixture of both. Almost every act or deed he performs affects his alignment in some way. As with your own alignment, some basic tasks are often construed as evil, but the follow-up action makes up for it in goodness. Or vice versa. For instance, uprooting a tree adjusts him slightly toward evil, but placing that tree in the storehouse is a very good act and more than makes up for the lesser evil of removing it from the ground. Playing with a rock is good, but throwing it into a crowded area and killing several villagers and destroying a few buildings is very evil.



Good creatures are bathed in a warm glow of soft light.

As with your alignment, your creature's alignment shifts less dramatically as he gets closer to the extremes of either good or evil. If he performs primarily good deeds, he eventually becomes almost perfectly good. If he performs primarily evil deeds, his alignment shifts toward ultimate evil. As your creature's alignment changes, so does his appearance. An evil creature hunches and skulks about with a dark pallor, while a good creature stands tall and proud, basking in a heavenly glow.



Evil creatures are terrifying to look upon.

Good and Evil Actions

The following list contains nearly all the acts your creature can perform and is arranged into five groups. Very good and very evil acts shift your creature's alignment the most dramatically. Moderately good and moderately evil acts shift his alignment about half as much as very good or very evil acts. Neutral acts have no effect on his alignment.

Your creature can learn to do almost any combination of actions with any item, so the following list isn't entirely complete. It is, however, fairly comprehensive, and from it you can extrapolate the alignment shift for any other act he may learn to perform. Every good or evil deed done to your people or buildings applies equally to enemy people and buildings. Eating one of your villagers is just as evil as eating an enemy villager.



VERY GOOD ACTS

- Building a building (except creature pen)
- Building an opponent's building
- Building the storehouse
- Building an opponent's storehouse
- Building walls
- Building an opponent's walls
- Entertaining a villager
- Entertaining an opponent's villager
- Gathering grain
- Gathering ore
- Gathering ore rocks
- Gathering wood
- Healing villagers
- Healing enemy villagers
- Healing platoons
- Healing enemy platoons
- Playing around buildings
- Playing around enemy buildings
- Playing in his pen
- Playing with ore rocks
- Playing with rocks
- Playing with toys (voodoo doll excluded)
- Playing with trees
- Watering anything but fields or trees

MODERATELY GOOD ACTS

- Building the creature pen
- Planting trees
- Watering fields
- Watering trees

NEUTRAL ACTS

- Eating animals
- Eating grain
- Eating poo
- Eating rocks
- Eating toys
- Eating trees
- Gathering poo
- Pooing on a building
- Pooing on an opponent's building
- Pooing on defenses
- Pooing on an opponent's defenses

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV
Creatures

Chapter V

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV
Creatures](#)

[Chapter V](#)

- Pooing in the storehouse
- Pooing on fields
- Pooing on ore rocks
- Pooing on rocks
- Pooing on toys
- Pooing on trees
- Sleeping by buildings
- Sleeping by an opponent's buildings
- Sleeping in the creature pen
- Sleeping by defenses
- Sleeping by an opponent's defenses
- Sleeping by fields
- Sleeping by ore rocks
- Sleeping by rocks
- Sleeping by the storehouse
- Sleeping by an opponent's storehouse
- Sleeping by toys
- Sleeping by trees
- Weight lifting an ore rock
- Weight lifting a rock
- Weight lifting a toy
- Weight lifting a tree
- Weight lifting a villager
- Weight lifting an opponent's villager

MODERATELY EVIL ACTS

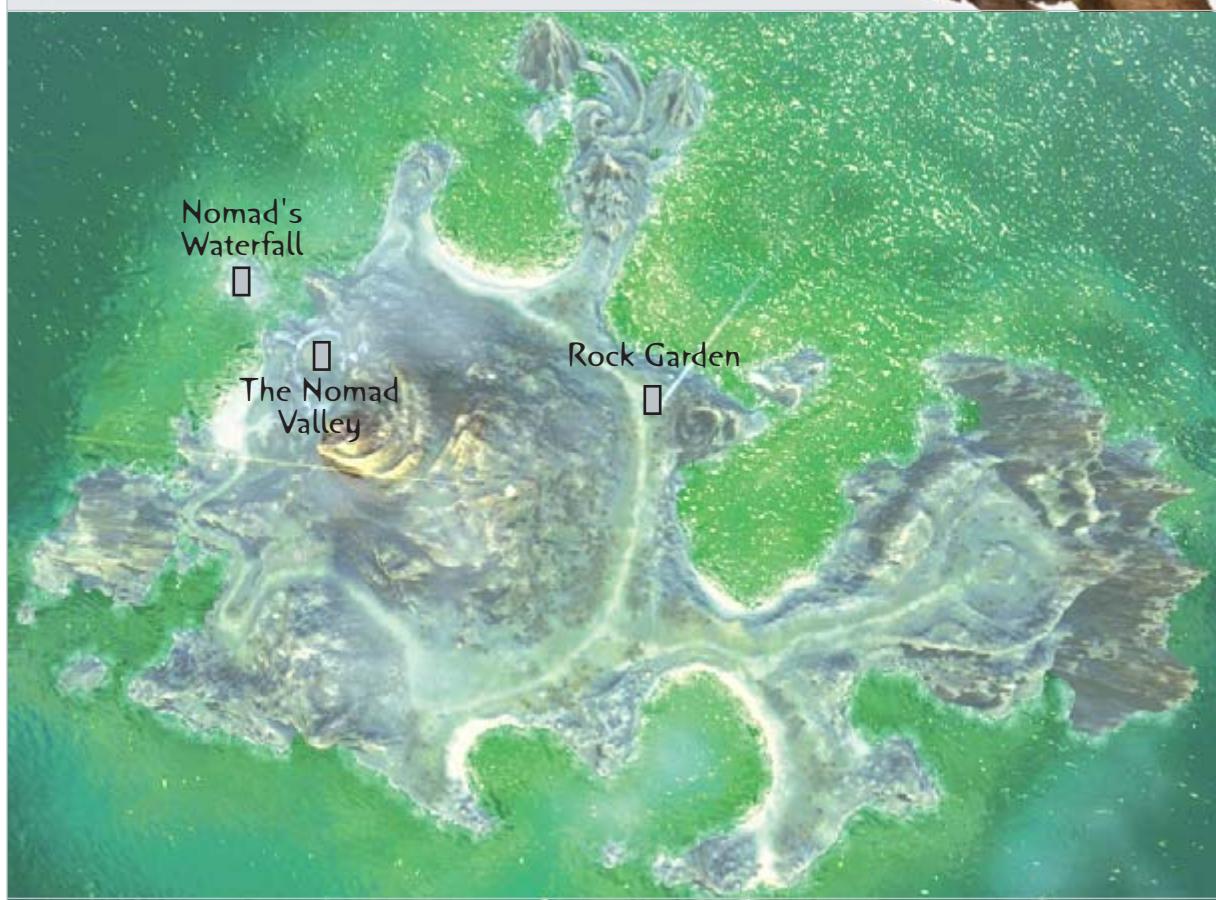
- Playing with voodoo doll
- Pooing on a villager
- Pooing on an opponent's villager
- Pooing on a platoon
- Stealing an opponent's villager
- Stealing from the storehouse
- Stealing from an opponent's storehouse
- Stealing ore rocks
- Uprooting trees

VERY EVIL ACTS

- Attacking animals
- Attacking buildings
- Attacking an opponent's building
- Attacking defenses
- Attacking opponent's defenses
- Attacking ore rocks
- Attacking platoons
- Attacking enemy platoons
- Attacking a rock
- Attacking a villager
- Attacking an opponent's villager
- Attacking defenses
- Attacking an opponent's defenses
- Attacking trees
- Eating a villager
- Eating an opponent's villager
- Eating a soldier
- Eating an opponent's soldier
- Sacrificing animals
- Sacrificing a villager
- Sacrificing an opponent's villager



Chapter V: The Walkthrough

LAND 1

★ Player Capital ★ Enemy Capital ○ Neutral Town ■ Ore □ Silver Scroll Challenge

NOTE

These mission walkthroughs are geared toward earning you the most tribute in each land, and for taking the most logical route to victory. In many cases, we outline winning strategies for both good and evil gods, but for the most part, the strategies listed here produce a moderately good alignment. To maintain an evil rating, offset the good qualities of these strategies with sacrifices and wanton murder of your villagers, especially when you have a surplus population.

LAND 1

Your first territory acts as a tutorial, teaching you the basics of movement and giving you simple challenges to complete. This territory is linked to the second land, in which you catch a small glimpse of warfare and learn some tricky methods for defeating enemies. You won't get into the game properly until the third land, so use these first two as an opportunity to familiarize yourself with the movement interface and some of the fundamental game concepts.

BLACK & WHITE 2

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V
The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)

Choosing a Creature

Your first task is choosing your creature. This is a permanent choice; to change creatures, you must start the game over. The creature you pick will be your loyal companion for the remainder of the game, so choose wisely! For more information on the creatures and their specific attributes, see the "Creatures" chapter.



You must first choose a creature to join you on your journey through the lands of Black & White 2.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)



Learning to Move

Objectives

- ❑ Learn about panning left
- ❑ Learn about panning right
- ❑ Learn about panning forward
- ❑ Learn about panning back
- ❑ Learn about rotating
- ❑ Learn about pitching
- ❑ Learn about zooming

Your first official objectives all deal with learning the movement interface. Your consciences guide you through the process as you learn to scroll left and right, rotate the map, pitch up and down, and zoom in and out. Just follow their instructions as they teach you to use the mouse. You can also use your keyboard to move around, but the mouse is much easier.



The interface tutorial teaches you the basics of navigating around the map.

Tutorial Scrolls

Your creature is sleeping soundly, getting some much-needed rest. The creature actually sleeps for quite a while, and you won't interact with him again until the end of Land 3. In the meantime, perform some basic tasks to learn about scrolls and other interface features.

Pick-up Tutorial

Objectives

- ❑ Click on the Pick-up tutorial scroll
- ❑ Move 5 rocks (1,000 tribute)

You first learn to pick up objects. Click on the bronze scroll to zoom to the Pick-up tutorial. To pick up an object, simply click on it with the Action button. To release it, click the Action button again. Don't move the mouse while releasing an object unless you intend to throw it.

Accidentally throwing a villager often kills the poor minion and adjusts your alignment to evil.



Pick up the rocks and move them out of the circle.

To complete the tutorial, pick up each of the five rocks in the circle. Drop them outside the circle. After you move all five rocks, you receive your first tribute reward!

VILLAGER JOBS TUTORIAL

Objectives

- ❑ Assign jobs (1,000 tribute)
- ❑ Create a farmer
- ❑ Create a forester
- ❑ Create a builder
- ❑ Create a breeder

Next up is the Villager Jobs tutorial. Begin the tutorial by using the Action button to click on the next bronze scroll. Several male villagers and a female emerge from the small hut. Use the Action button to pick them up, then gently place them on each of the three highlighted spots nearby. Placing a villager on the field creates a farmer, placing one near the tree creates a forester, and placing one by the foundation creates a builder. Place the remaining male villager next to the female to create a breeder.



Assign villagers to each of the four available jobs to receive a small tribute reward.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

BLACK & WHITE® 2[Chapter I](#)[Chapter II](#)[Chapter III](#)[Chapter IV](#)[Chapter V
The Walkthrough](#)[Land 1](#)[Land 2](#)[Land 3](#)[Land 4](#)[Land 5](#)[Land 6](#)[Land 7](#)[Land 8](#)[Land 9](#)**SILVER SCROLL**

You completed the tutorial tasks; now it's time to perform your first Silver Scroll Challenges. These challenges are always optional, but completing them gives you a tribute reward. In addition, they can help you adjust your alignment to either good or evil.

ROCK GARDEN**Objectives**

- Complete the Rock Garden challenge (1,000 tribute)

Your first Silver Scroll Challenge is the Rock Garden. One of your villagers has a serious problem: a large rock has fallen into his garden, and he wants it moved. You can either help him, or teach your villagers a lesson about asking for your help with mundane tasks.

There are several ways to complete this challenge, but only one earns you tribute. Help the villager by picking up the rock and moving it out of his garden. Just drop it in the water to get rid of it completely. This is the good route, which rewards you handsomely. However, if you don't want to help him, drop him in the water or drop the rock on his house.



Help the villager by removing the rock from his garden, or teach him a lesson by destroying his house—or by destroying him.

THE NOMAD VALLEY**Objectives**

- Rescue 5 nomads (1,000 tribute)

The next Silver Scroll Challenge requires you to help a small group of nomads cross an impassable mountain ridge. They want to join their friends down in the valley but can't make it on foot. To accomplish the task, simply put your recently acquired pick-up skills to work. Grab each of the nomads and place them in the red circle (turns green) in the valley below. After you move all five nomads, the challenge is complete.



Help the nomads join their friends in the valley.



THE NOMAD'S WATERFALL

Objectives

- ❑ Unblock the nomads' waterfall (1,000 tribute)
- ❑ Pick up a rock
- ❑ Throw the rock at the blockage

The third and final Silver Scroll Challenge in this land teaches you to throw objects. You must help the nomads by unblocking the waterfall. Several boulders have piled up at the mouth, stopping the stream's flow. Pick up one of the nearby rocks and throw it at the boulders blocking the waterfall. Don't throw too hard or you overshoot it. You have an endless supply of rocks at your disposal, so keep trying until you hit the boulders. If you have trouble, adjust your position so that you throw from the very tip of the small island. From here, a soft, straight toss does the trick.



Toss a rock at the boulders blocking the waterfall.

You completed all three Silver Scroll Challenges; now it's time to head to Land 2, where you learn warfare basics and catch a glimpse of a formidable foe. To proceed to Land 2, click on the gold scroll that's on the tall mountain in the land's center.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

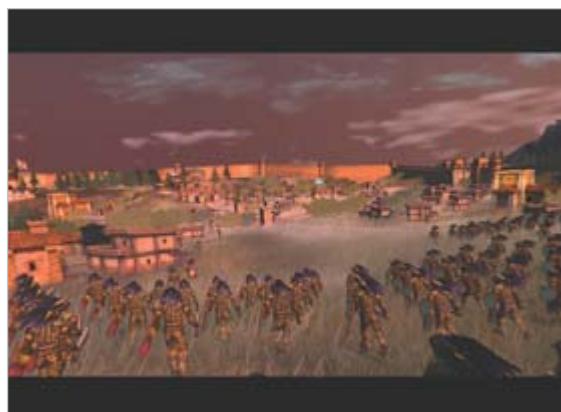
[Land 9](#)



Chapter V: The Walkthrough

LAND 2**BLACK & WHITE 2**[Chapter I](#)[Chapter II](#)[Chapter III](#)[Chapter IV](#)[Chapter V
The Walkthrough](#)[Land 1](#)[Land 2](#)[Land 3](#)[Land 4](#)[Land 5](#)[Land 6](#)[Land 7](#)[Land 8](#)[Land 9](#)

Your second territory is the thriving capital of the Greek world, or at least it was before the Aztecs attacked it. You must save as many villagers as possible before the Aztecs completely wipe out your people. This second land is a short, quick introduction to warfare. You won't have a chance to attack, but you will get to see just how devastating a large military force can be.



A huge Aztec army has attacked the Greek capital, and your people need help.

Saving the Villagers**Objectives**

- Save 5 villagers from the archers

Your first objectives require you to save villagers from the oncoming Aztec horde. First, you must save them from the archers who have scaled the capital's walls. Pick up five villagers and drop them on the swirling portal.



The Aztec archers are attacking your people. Drop the villagers in the portal to save them.

Objectives

- ❑ Save 5 villagers from the burning buildings

A large group of your villagers are trapped in a circle of flaming buildings. Luckily, there is a portal nearby. Once again, save five villagers by picking them up and placing them in the portal. You can save only five before the enemy creature appears and conjures a volcano to destroy the city. Your only chance of saving any more people is to attack the Aztec forces.



Several of your villagers are trapped near some burning buildings. Pick them up and portal them to safety.

Stopping the Aztecs

Objectives

- ❑ Unleash the barrels on the Aztecs
- ❑ Pick up the fence

You can't fight the Aztecs, because you don't have an army in the capital. You can kill some of their forces, though, by using a couple of hands-on techniques.

The first task is to drop a group of barrels on the Aztec army. Just grab the fence holding the barrels and pick it up. The barrels roll down the hill into the Aztec mob, saving several of your villagers from impending doom.



Grab the fence to release the barrels.

Objectives

- ❑ Unleash the hay bales on the Aztecs
- ❑ Pick up the flaming stick
- ❑ Light 5 hay bales
- ❑ Save the villagers



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

You now see a group of hay bales sitting next to a flaming stick. Pick up the stick and light the five hay bales, which create flaming projectiles that roll down the hill and take out the enormous advancing army.



Hit the hay with the flaming stick to stop the huge army that is advancing up the hill.

The Aztec creature conjures another volcano, destroying whatever—and whoever—is left in the capital. You've saved everyone you can; now it's time to start anew and rebuild your empire.



The Aztec creature's volcanoes destroy what's left of the capital. You must move on to the next land to begin rebuilding.

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)



Chapter V: The Walkthrough

LAND 3

★ Player Capital ★ Enemy Capital ○ Neutral Town ■ Ore □ Silver Scroll Challenge

TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Fallow	20	5,950	10,000
Fern	20	4,950	10,000
Rockridge	20	7,950	10,000
Stonepeak	20	9,950	10,000

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9



REESTABLISHING YOUR TOWN

Objectives

- ❑ Reestablish the village
- ❑ Collect 200 food (2,000 tribute)
- ❑ Create 3 disciple farmers (2,000 tribute)
- ❑ Collect 800 wood (2,000 tribute)
- ❑ Create 3 disciple foresters (2,000 tribute)
- ❑ Build 12 houses (3,000 tribute)
- ❑ Create 3 disciple builders (3,000 tribute)
- ❑ Create 3 disciple breeders (3,000 tribute)
- ❑ Increase the population to 75 (7,000 tribute)

The first objective for this land consists of several tasks, all combined under a single banner. As you complete the tasks, you learn the basics of setting up a functioning town. You learned many of the lessons in Land 1, but we review some of them here, now that you have a real village at your command.



The early tasks teach you to gather food and wood for your village.

The first tasks involve setting up your village's food production. Click on the gold scroll near the field. The helpers appear and walk you through collecting food and creating disciple farmers. First, gather 200 food with your hand and drop it in the storehouse. Next, create the required number of farmers by picking up villagers and dropping them on the field.

Wood production is next. Uproot a tree and drop it on the storehouse. Do this again to reach the target of 800 wood. Now, create three disciple foresters by picking up villagers and dropping them near a tree.



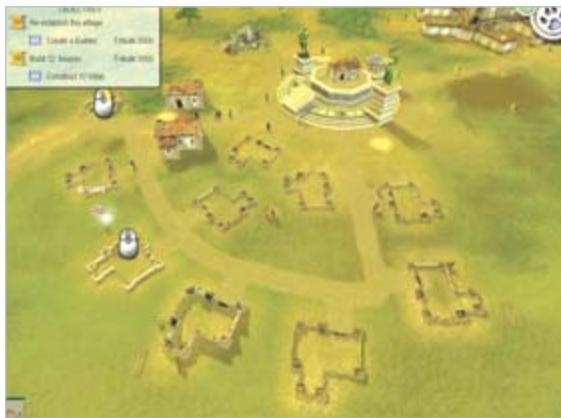
After learning the resource-gathering basics, you must establish an infrastructure.

You've gathered food and wood; now it's time to focus on building. First, however, you must complete the Town Center tutorial. This tutorial explains the Town Center basics, including what information you can glean from the statues and the dais in the center of the town center. The Town Center is a vital part of your city planning and upkeep. It tells you what your villagers want and how badly they want it.



After you complete the Town Center tutorial, it's on to the Building tutorial; this leads to the next portion of the first objective: building 12 houses. The tutorial shows you the basics of laying foundations and helping your villagers with construction. Though building is an intuitive process, this tutorial teaches you a couple tricks that help speed construction along.

The first step in building is laying a foundation. There are two ways to do this. The first is dragging the building from the Town Center. This only applies when your people desire the building. Luckily, your people want villas, which you must build. Click the Action button on the rotating villa, and drag the ghosted building to the road.



Lay 12 villa foundations to satisfy your peoples' housing needs.

The second foundation-laying technique utilizes already-existing buildings. Use the Action button on a building or foundation (the villa foundation in this case), then drag away from the foundation. This allows you to lay another foundation of the same type.

NOTE

There is a third way to lay foundations, and it is the most commonly used method. It becomes available after you complete the Toolbar tutorial later in this scenario.

Before laying the required villa foundations, consider building some roads to keep your town organized. You haven't learned to build roads yet, but you can still do so at this point. Use the Action button on the section of road you'd like to expand, then drag away to place the road outline. Use the Action button again to finish laying your new road. Now lay 12 villa foundations along this road.



Assist with construction by dropping resources on an unfinished foundation.

Your villagers begin construction; aid them by dropping resources on the foundations. Uproot a tree, then click the Action button to drop it on the foundation. A pile of wood then appears next to the foundation; your villagers use this wood to build. You can build by picking up the required resources, placing your hand over the foundation, and holding down the Action button. This is "God-building"—it wastes some resources but builds very quickly.

In addition to completing the 12 villas, you must create three disciple builders. Pick up a villager and drop him or her near any foundation. The villager then becomes a builder. Create three builders.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)



With homes, food, and wood, your villagers now want to breed.

The final tasks required to reestablish Land 3 involve breeding. Your first goal is to create three disciple breeders. To do this, pick up any villager and drop him or her near another villager of the opposite sex. This villager becomes a breeder and will continually impregnate or become impregnated. Male breeders can create more babies than female breeders, because they can impregnate multiple women. For this exercise, though, your breeders' sex is unimportant.

Your three breeders now get to work. Your final task in this objective is to increase your town's size to 75 people. This takes some time, so move on to the Toolbar tutorial while the breeders do their thing.

The Toolbar Tutorial

Objectives

- ❑ Build a temple
- ❑ Impress Fern (5,000 tribute)

The Toolbar tutorial teaches you the toolbar basics. The toolbar becomes your primary interface, and it informs you about tribute rewards and about impressing other towns.



The Toolbar tutorial teaches you how to peacefully take over villages.

The first step is opening and closing the toolbar. After you learn how to access the toolbar, open the Tribute menu. This contains tribute rewards, which you can purchase using any tribute you've earned.

When you start the Toolbar tutorial, you receive 40,000 tribute. This is more than enough to purchase a temple, which you should now do. Temples are impressive buildings and can help impress other towns. After purchasing the temple, go to the toolbar's Construction menu and select the temple from the available options. This gives you the temple foundation, which you can then lay on the map. This is the third way to lay a foundation.



Building a temple helps impress other towns.

BLACK & WHITE[®] 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9

In addition to impressing other towns, temples make your current villagers happy. For this reason, it is best to place the foundation near their homes. When the foundation is laid, speed the temple's construction by dropping resources on the foundation or by God-building.

TIP

Though not an objective, you should create some mineworker disciples, because you need ore to complete the temple. Drop a villager on any ore rock or mine to create a miner. You can also pick up ore rocks and drop them in your storehouse or on the temple foundation.

When the temple is complete, the town of Fern will be suitably impressed, and its residents will migrate to your town. When they reach the border, click on the migration flag and drop it within your influence ring. The people of Fern are now residents of your town. This migration also satisfies the goal of creating a population of 75 if your breeders haven't done the job already.



Completing the temple makes Fern convert to your cause.

From the toolbar's Tribute menu, purchase the armory. You can now build an armory, and the Soldier tutorial becomes available.

Before starting the tutorial, however, it's a good idea to expand your infrastructure. You don't have enough villas to house your current population, and you probably don't have enough food for them. Build more houses (check the Town Center to see how many you need) and a larger field or two. Create a few more farmer disciples and some more foresters if necessary.

The Soldier Tutorial

Objectives

- Build an armory
- Recruit a platoon
- Move the platoon
- Take over Fallow (8,000 tribute)

From the toolbar's Construction menu, select your recently purchased armory. Lay the foundation somewhere within your town, and use God-building to speed its construction. After you build the armory, you go over the basics of soldier management.



Recruit your first army to learn about controlling platoons.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

Recruit a platoon by grabbing the flag on the armory and placing it on the ground. At this point, you don't need a large army, so a small platoon suffices. After you create the platoon, pick up the flag and use the Action button on the highlighted point in your town. The army moves to the new location. As you learn about movement, you also learn the basics of the soldier interface.

Now that you have the mechanics down, it's time to put them into action by taking over Fallow. With the platoon's flag in hand, use the Action button on Fallow's town center. The platoon marches on the village and captures it upon arrival.



Use your recently recruited platoon to capture Fallow.

When Fallow falls to your army, the town is under your control. It's important to know that when you capture a town, the residents stay within its borders; when you take over a town via Impressiveness, the villagers migrate. Capturing a town requires you to build a new infrastructure or improve the existing one for its residents; impressing a town allows you to simply assimilate the residents into your existing town.

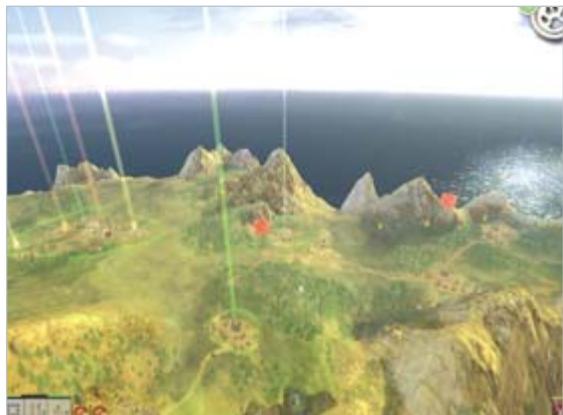
After the Soldier tutorial is complete, you have only one requirement left: the Creature tutorial. You have plenty to do before leaving this land, however, so complete the remaining tasks before moving on.

Conquering the Land

Objectives

- Increase Impressiveness to 9,000 (10,000 tribute)

You now have several more objectives to complete, but these are optional. They do grant significant tribute, though, so you should complete them before proceeding to Land 4. A few of these objectives are interrelated, and you can accomplish them together. You must first decide if you want to be good or evil. While it's possible to adjust your alignment later, these early decisions start you down your chosen path.



How you complete the remaining objectives will nudge your alignment toward good or evil.

The first of these objectives is to control every town. There are two ways to accomplish this: Either take the evil route and attack them, or take the good route and impress them. If you choose the former path, create one or two mid- to large-sized platoons, depending on what your population can support. Now head out and attack the two remaining villages.

Take Rockridge first, as it has no defenses. Then attack the armies of Stonepeak, which are wandering around the map. They are small platoons and should be no trouble. After you remove these armies, capture the Stonepeak town center.



Because you have limited building options, expansion and temples are the best ways to increase Impressiveness.

If you decide to impress the other towns, you can do so while bolstering your Impressiveness. When you build your town's Impressiveness to 9,000, you receive a reward of 10,000 tribute. Accomplish this by increasing the number of people in your town and their Happiness. Make sure you meet their needs, and add breeders if Birth Rate is too low. Additionally, build a few temples, which also bolsters Impressiveness. Rockridge and Stonepeak both fall under your control as your town's Impressiveness rises.



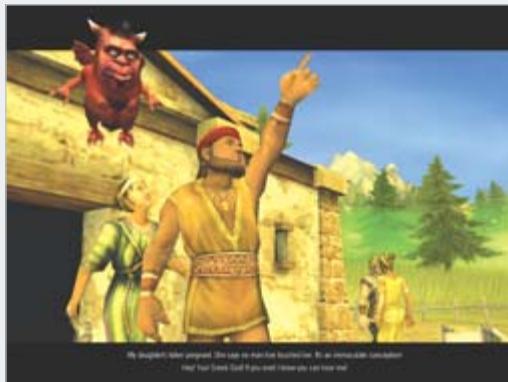
Each neutral and enemy town in the game has a target Impressiveness required to capture it peacefully. This information is available at the Town Center. Each walkthrough in this guide lists the towns, as well as the Impressiveness required to capture them at the beginning of the mission. You can see your progress by clicking on the scroll at the Town Center. As you grow, the Impressiveness required to capture a town will decrease, and as you move toward an Impressiveness rating of 9,000, each of these succumb to your kindly rule and welcoming city.

NOTE

Prospective evil gods should also try completing the Impressiveness objective after capturing the towns. The 10,000 tribute reward should offset the distaste of building temples.

SILVER SCROLL

Paternity Suit (20,000 tribute)



One of your villagers has accused you of impregnating his daughter. The accusation is untrue, but he demands a dowry of 1,000 wood. You have two choices: pay up or investigate the truth. To pay up, simply drop 1,000 units of wood near the villager's house.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

The second solution is a bit more complicated. Zoom in on the house and wait for the pregnant daughter to leave. Follow her through your town's streets. Don't lose her! You need to see where she's going. She eventually arrives at a house, which she enters.

The house is now marked with floating hearts. Return to the girl's home, pick up her father, and drop him near the lover's house. He apologizes for his accusation and promises to raise the child as a devout follower.



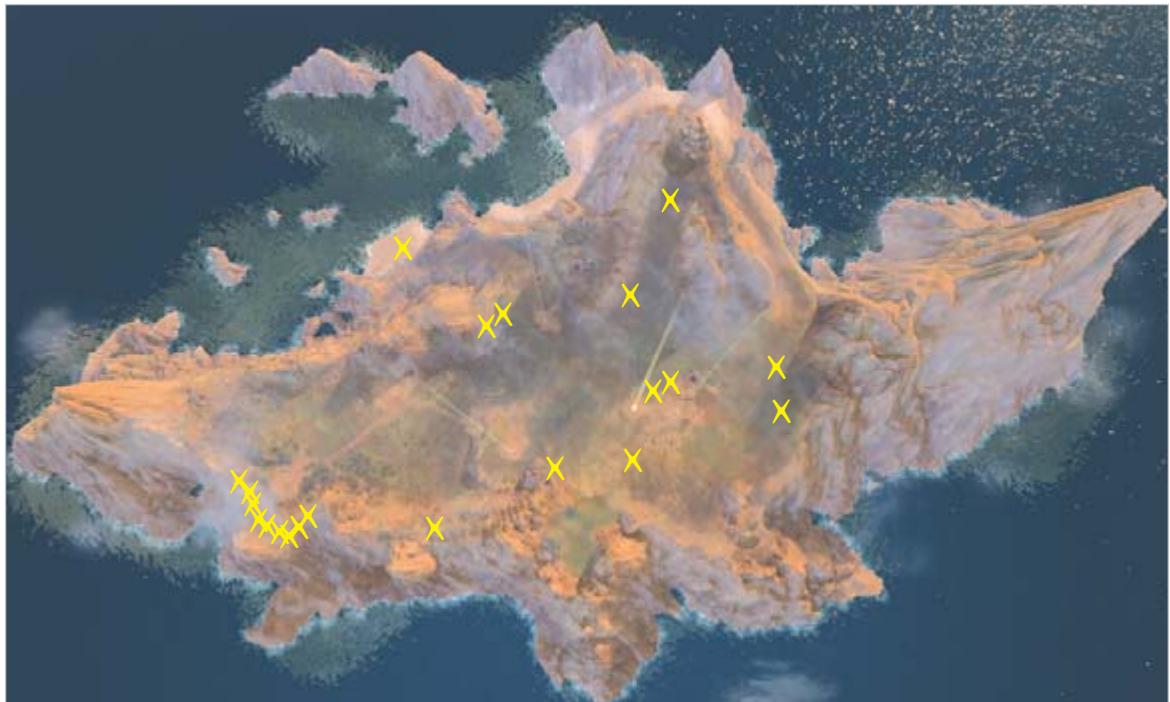
Uncover Every "Did You Know" Sign

Objectives

- ❑ Uncover every "Did You Know" sign (2,000 tribute)

There are 20 "Did You Know" signs scattered around the land. Each of these gives you a small tip or tidbit of information about the game. The signs spin until you use the Action button on them, at which point their information is visible.

The map below shows the location of all 20 signs.



BLACK & WHITE 2

Chapter I
Chapter II
Chapter III
Chapter IV
Chapter V The Walkthrough

Land 1
Land 2
Land 3
Land 4
Land 5
Land 6
Land 7
Land 8
Land 9

Optional Tutorials

Objectives

- Road tutorial (3,000 tribute)
- Time of day tutorial (4,000 tribute)

There are three optional tutorials left. The first is the Objectives tutorial, which introduces you to the toolbar's Objectives menu. There is no reward for completing this tutorial.

The Road tutorial is next, which teaches you how to build roads. Ideally, you have already built roads, but if not, this bronze scroll teaches you how. It's worth completing even if you're already familiar with the process.



The Road tutorial teaches you the basics of road building and grants a nice tribute reward.

The final tutorial teaches you how to change the time of day. You are an all-powerful god; even the laws of nature bow to your command. To change the time of day, use the Action button on the sky, then spin the dial to the desired time.



Take the Time of Day tutorial to learn how to change night to day and vice versa.

SILVER SCROLL

SILENCE THE ROOSTER (10,000 TRIBUTE)



The shepherd can't sleep because of a noisy rooster. If you can somehow silence the pesky critter, he can finally get some shut-eye. To quiet the bird, click on the horizon and turn the day to night. Then, turn the night to day. The rooster will crow. Repeat the process. It crows again. Make the sun rise a third time, and the rooster goes hoarse. The shepherd can now rest peacefully.



BLACK & WHITE[®] 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

Objectives

- Creature tutorial



Before leaving the land, you get to spend some quality time with your creature.

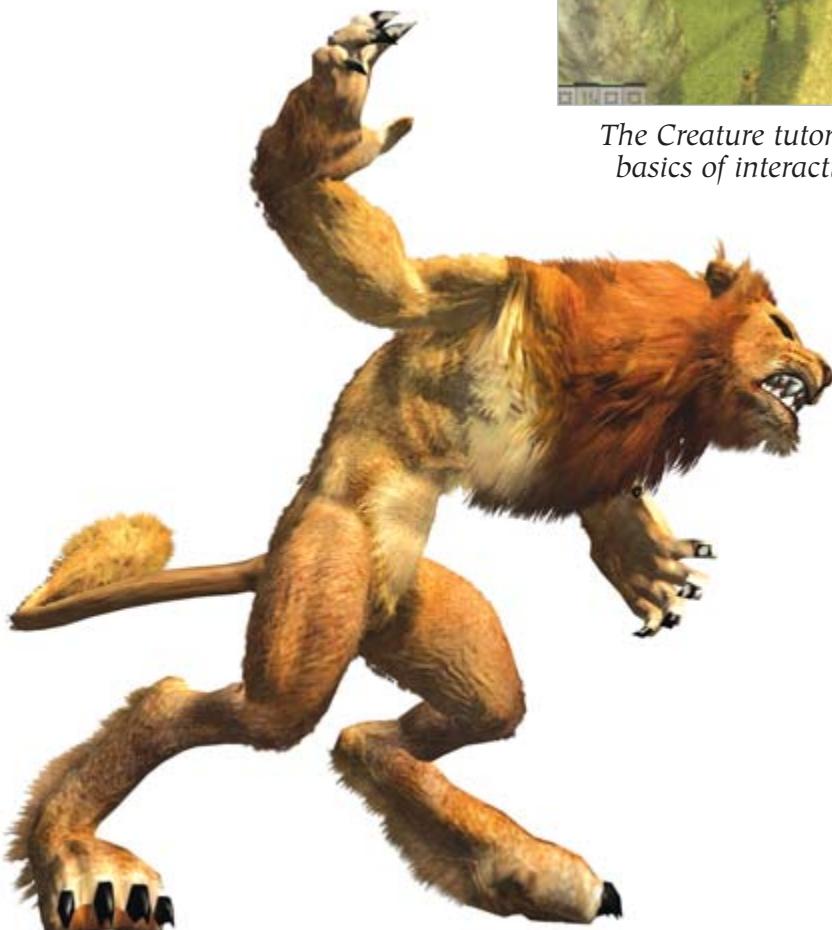
The final goal for this land is to complete the Creature tutorial. Your creature wakes up shortly after you conquer Fallow but doesn't do anything until you command him to.

Follow the instructions to learn how to give orders to your creature, how to feed him, and how to punish or reward him for his actions. In this tutorial, he attempts to eat a villager, and you must punish or reward him. This is your creature's first move toward good or evil, so your reaction is important. However, you can significantly adjust your creature's alignment as time passes.

The next land has a far more intensive Creature tutorial, but this tutorial gives you a basic knowledge of how to interact with your creature. After you complete the tutorial, you head to the Norse lands.



The Creature tutorial teaches you the basics of interacting with your pet.



BLACK & WHITE[®] 2

Chapter I
Chapter II
Chapter III
Chapter IV
Chapter V The Walkthrough

Land 1
Land 2
Land 3
Land 4
Land 5
Land 6
Land 7
Land 8
Land 9

Chapter V: The Walkthrough

LAND 4

★ Player Capital ★ Enemy Capital O Neutral Town ■ Ore □ Silver Scroll Challenge

TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Bier Town	20	10,348	10,000
Garnhaven	15	7,702	10,000
Helvale	20	12,466	10,000
Hilldale	20	5,677	5,000
Ironhad	20	12,087	10,000
Metal Mountain	20	13,748	10,000
Thordal	20	8,089	5,000
Valdir	125	18,667	100,000

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9

It's time to face your first real opponent: the Norse. The leader of the Norse is an aggressive ruler. He takes any opportunity to attack your town. Your first priority is to build defenses and a thriving infrastructure.

This land also presents you with your first opportunity to spend some quality time with your creature. Spend as much time with him as possible—he is a blank slate at this point. His early development significantly impacts how he behaves in the future, when you won't have as much time to micromanage his actions.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

RESOURCES AND DEFENSES

Objectives

- ❑ Build one field on fertile ground (3,000 tribute)
- ❑ Build a wall (0 tribute)
- ❑ Villagers must collect 4,000 ore (3,000 tribute)
- ❑ Villagers must collect 4,000 food (3,000 tribute)
- ❑ Villagers must collect 4,000 wood (3,000 tribute)
- ❑ Create 12 disciple breeders (4,000 tribute)

You begin with nothing but a creature pen, a town center, and an incomplete city wall. Finishing the wall satisfies one of your first objectives, but first you must set up your infrastructure. You begin with 50 villagers, which is more than enough to get things started.



You start with very little, so getting your town up and running is your first priority.

There is a small grove of trees near the town center. Drop three or four villagers near the trees to create some foresters. Open the Construction menu and select the storehouse. Now, lay a storehouse foundation near the trees. Drop three or four villagers on the foundation to create builder disciples.

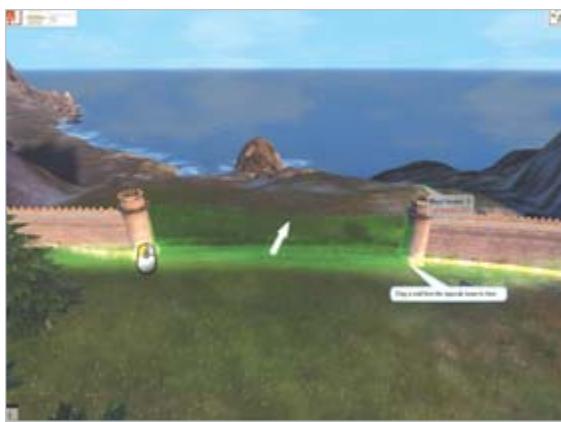
Select the field from the Construction menu. With the field selected, look at the landscape. Some areas are marked with colors. Red means you cannot build on that area. Bright green, on the other hand, means the area is fertile. You want a fairly large field, so click and hold the Action button in a bright green area. Then drag the field, expanding it as much as possible, thereby yielding more food. Finally, drop five or six villagers in the field to create disciple farmers.



Building a field on fertile ground results in more food for your populace.

You also need ore. There is a mine near the creature pen, but it is outside your influence ring. Luckily, there are some ore rocks nearby. Create a few mineworker disciples by dropping villagers near the rocks.

Your people are now working hard to satisfy your resource objectives. Click on the bronze scroll near the incomplete wall. This begins the Wall tutorial, which teaches you wall-building basics. To complete the tutorial, click on the indicated tower, then drag the blueprint to the nearby tower. Your builders soon walk over to complete the wall.



Complete the wall to keep the Norse armies out of your town.

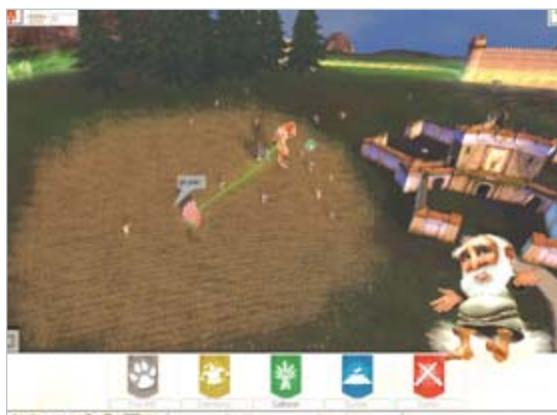
With the people safe from invasion, create 12 disciple breeders. If you are taking the good path, create female breeders; this will keep your population under control so you can concentrate on building houses and infrastructure. If you are taking the evil route, make male breeders to increase growth and ensure more fodder for your army.

CREATURE ROLES

Objectives

- Use creature roles (1,000 tribute)
- Creature builds 12 houses (10,000 tribute)
- Creature collects 3,000 food (3,000 tribute)
- Creature entertains 5 villagers (8,000 tribute)

Click on the bronze scroll hovering over your creature pen. This initiates the brief Creature Role tutorial. To complete the tutorial, grab your creature's leash, then click on the field. When the creature picks up a handful of grain, click on the storehouse to command him to store the grain.



Teach your creature to gather grain in the Creature Role tutorial.

The remainder of the Creature Role tutorial explains the basics of roles, then leaves you to explore them on your own. There are several objectives associated with creature roles, the majority of which you can complete while building up your town.

Your first priority is to build villas for your people. Make roads and lay some villa foundations. Open the Creature Roles menu, assign your creature a builder role, then leash him to one of the foundations. To expedite the process, drop some wood near the foundations.

Continue building villas until your creature meets his quota.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

BLACK & WHITE 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)


Set up some villa foundations and assign the builder role to your creature.

Make your creature a gatherer and leash him to a field. If he isn't cooperating, lead him through the gathering process by clicking on the field with the leash in hand, and then clicking on the storehouse. Make sure you reward him for gathering, which increases his likelihood to do so on his own in the future. The creature must collect 3,000 food, so leave him gathering until he's completed his task.

TIP

Leaving your creature in a role for too long saps his free will. After he meets his quotas for gathering and building, return him to Free Will mode.



Send your creature to the field to gather food.

Your creature can also be an entertainer and a soldier, but right now you can accomplish only the former. Assign him the entertainer role from the Creature Roles menu, then leash him somewhere with a fairly large group of villagers. He entertains them to the best of his ability. Entertaining villagers makes them happier and increases their productivity when they return to work. You can also have your creature entertain near centers of commerce, such as storehouses or fields; he briefly interrupts your villagers' workflow, but the long-term effects are positive.



Your creature can entertain the villagers to keep them happy.

Training Your Creature

The early portion of this scenario is your first real interaction with your creature. Watch him very closely, as it is your first chance to start molding him to your liking. At this point, he begins learning what he should eat, where he should vacate his bowels, where he should sleep, and what he should do with his free time. Your creature occasionally slips up, but you must begin training him early.

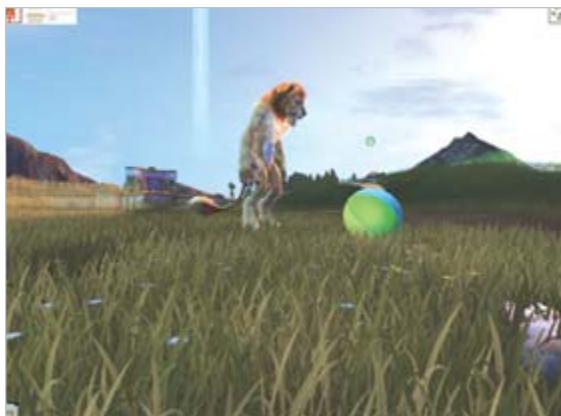
Decide fairly early what type of creature you'd like. Do you want a ferocious killing machine or a benevolent minion who helps increase your town's Impressiveness? Your creature's alignment is independent of your own, so you can send your creature down a path different from yours.



Your creature's early development is very important, so keep a close eye on him.

Your creature spends a good deal of time figuring out what he should eat. Eating villagers makes him evil, so make sure he isn't snacking behind your back—or, encourage him to eat villagers regularly if that's what you want.

Your creature also spends a fair amount of idle time running around, checking things out. Remember that he is learning, so encourage his curiosity, but don't be afraid to step in and slap him around if he crosses a line. At this point, whenever he has no other tasks, encourage him to work out so he stays lean and fit. He can work out with trees and rocks once he gets strong enough.



Buy your creature a toy or two to keep him happy.

There are a few toys available for your creature in the Tribute menu. If you don't mind spending the tribute, consider buying him a ball (neutral), a voodoo doll (evil), or a teddy bear (good). Your creature won't be perfect by the time you conquer this land, but if you punish and reward him regularly for his actions, you should have him well on his way to being your ideal pet.

THE ALTAR AND MIRACLES

Objectives

- Water field (3,000 tribute)
- Water forest (3,000 tribute)
- Create 10 disciple worshippers (5,000 tribute)

After you establish the basics, your people begin clamoring for an altar. The altar is an important part of any town; this is where you generate mana, the magical power required to cast miracles. Drag the altar blueprint from the town center and lay the foundation. The altar is a fairly large building, so you need a good-size area of clear land.



Building an altar allows you to cast your first miracles.



BLACK & WHITE 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
- Chapter V
The Walkthrough

- Land 1
- Land 2
- Land 3
- Land 4
- Land 5
- Land 6
- Land 7
- Land 8
- Land 9

Use God-building to speed the altar's production, then click on the bronze scroll that appears when you complete it. This initiates the Altar tutorial. To complete the tutorial, create a worshipper disciple by dropping a villager in the altar's center. Like other disciples, worshippers perform only that one task until they die or are reassigned to a new job.



CAUTION

Be careful not to drop intended worshippers in the altar's flame! Doing so sacrifices the villager, giving you instant mana but killing the villager and shifting your alignment toward evil. Of course, if you're an evil god, sacrifice away. You'll even get a small tribute bonus (1,000) the first time you try it.

After learning to create worshippers, try casting a miracle. The only miracle available is the water miracle, which is the small globe of water sitting on the altar's lower tier. Grab the globe and carry it over to the field. Click the Action button to drop it on the field. Watering fields makes them produce grain more quickly. Return to the altar and grab the miracle again. Carry it to any forested area. Drop the miracle near a tree to water the forest, causing more trees to grow in the area.



Use the water miracle to send a godly rain down on your fields.

Your final task with the altar is creating 10 disciple worshippers. You already have one, so find nine more villagers and drop them onto the altar. With the Altar tutorial complete, move on to the larger task of conquering the land.

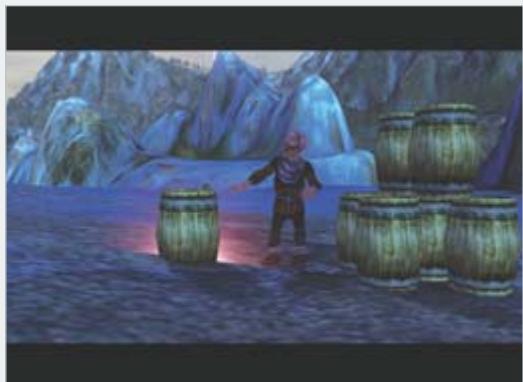
NOTE



You can purchase other miracles from the Tribute menu. Aspiring evil gods may want to pick up the fire miracle, though you can complete this land without it. Having this miracle at your disposal makes two of the optional objectives much easier to complete.

SILVER SCROLL

Nut Oil (20,000 Tribute)



There is a Silver Scroll on one of the small islands off the main continent. Here you meet the four Nut Oil brothers, who need help transporting their barrels across the islands. This is essentially a game of golf, using your throwing ability instead of clubs.



CONQUERING THE LAND

Pick up the highlighted barrel and toss it toward the green glowing marker. You have only a small area in which the hand is active, but the first throw isn't too difficult. The first two islands are connected, so if you throw the barrel straight, you can reach the marker in one or two tosses. You can keep trying if you miss, but if the barrel goes into the water, you must restart.

When you get the barrel to the small grass area near the first marker, the second Nut Oil brother adds his ingredient. Now you must throw it to the third brother. This throw is a little more difficult, because you need to clear a fairly large body of water. A medium-strength throw gets it over the ocean and onto the next island, and a small toss gets it to the marker. If the barrel goes in the drink, you can start over at the second marker.



The third throw seems like the most difficult, because a large mountain blocks a straight throw. However, turn slightly to the right to see a smaller mountain ridge on the target island's far side. Toss the barrel at these mountains, so that it hits them and rolls down onto the island.

When you reach the final island, you just need to reach the final marker. Don't throw too hard, though, or the barrel overshoots and goes straight into the ocean. One or two soft lobs are enough to reach the fourth and final marker.

Objectives

- Level up a platoon to regular skill (4,000 tribute)
- Creature must kill 2 platoons (4,000 tribute)
- Reach town status—population 150 (10,000 tribute)

Taking over the Norse land requires either an impressive town or a large army. Whether you decide to take the good or evil path, it's important that you build at least a small force of soldiers. The Norse army is fairly large and takes any opportunity to attack. You need some way to prevent them from overrunning your town, and you can't keep the gates shut forever.

Build an armory if you haven't already, then create two platoons of at least 20 men each, preferably more if you have the population. Move these platoons near your gates. You need an army whether you plan to venture forth to conquer or stay put and draw other residents of the land to your beautiful city.



Even a good god needs a good army. The Norse won't take your intrusion lightly.

BLACK & WHITE 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
- Chapter V
The Walkthrough

- Land 1
- Land 2
- Land 3
- Land 4
- Land 5
- Land 6
- Land 7
- Land 8
- Land 9

These soldiers, along with your creature, should be able to thwart any approaching threat. When attacked, use both soldiers and your creature to complete both the platoon-leveling objective and the creature's soldier objective.

Take some time to increase your population, and either continue improving your town to accommodate your people or recruit more soldiers. You need 150 villagers to complete the population objective. This is easier to do by impressing other towns and attracting migrants, but evil gods can simply create more breeders to make up the difference.

BLACK & WHITE[®] 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

SILVER SCROLL

Undead Legion (20,000 Tribute)



There is a strange tomb on the coast near Valdir. When it's night, a Silver Scroll appears nearby. Both good and evil gods should complete this optional quest, because you are rewarded a free platoon of powerful undead warriors and a good amount of tribute.

Five unlit torches surround the platoon. To light the torches, click on them in order of the dates listed, from lowest to highest. The correct order is as follows:

1. Podreker the Deercatcher.
Died 103.
2. Dufniall the Trollking. Died 274.
3. Gieri Stonefists. Died 399.
4. Oli the Brave. Died 402.
5. Snaebjorn the Unready.
Died 422.



After you light all five torches, the undead soldiers appear; you can control them like any other platoon.

Winning through Good

Objectives

- ❑ Increase Impressiveness by 30,000 (10,000 tribute)
- ❑ Build 10 buildings on an impressive area (3,000 tribute)
- ❑ Take over all towns with Impressiveness (100,000 tribute)

In these early lands, the path of good is slightly easier. Enemy armies, while still a threat, aren't as large as they will be later, and your opponents are so tyrannical that other villages will be happy to surrender to your godly charms.

The key to impressing other towns is to build as large a town as possible, always keeping your villagers well-fed and happy. Good gods don't need to venture beyond the city walls. Instead, you can just build, build, build and they will come to you.



Impressing other towns is a slightly easier route to victory in the early lands.

Make sure all of your people have houses, and pay special attention to their desires, which are displayed at the town center. If they need more food, build another field or purchase a granary from the Tribute menu to increase the output of your existing fields. If they want a temple, build them one. Temples are always a good way to increase Impressiveness, but remember that having too many of the same building type will actually make your town slightly less impressive.



Build a couple of temples to keep your people happy and increase your Impressiveness, but don't build too many.

One of the keys to an impressive town is variety. There are several new building types and decorations available for you in the Tribute menu, so buy a few new structures. Taverns are a good way to improve Happiness, and embellishments like lamps and meadows can have a dramatic effect when used liberally. Also consider building a nursery for the little ones and a graveyard for the deceased.

After you begin attracting migrants, they appear at the edge of your influence ring. Unfortunately, they are locked outside of your city until you open the gates and let them in. Have an army waiting to attack any Norse platoon that slips through while the gate is open, and have your creature nearby to attack the enemy or raise your troops' morale.



Allowing migrants through your gate also allows the enemy to slip through.

You should have no trouble impressing the majority of the towns on the map, but Valdir, the Norse capital, is more difficult. Only a very impressive town can convince them to join your side peacefully, so make the best use of space that you can. The Impressiveness objective for this land, while optional, is even higher than the requirements for the Norse capital, so don't rest until you have an Impressiveness rating of 30,000.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

Buildings receive an Impressiveness bonus for being placed on impressive areas of the landscape (usually higher terrain). There is a small plateau near your town that increases the Impressiveness of any building on it. If you build 10 buildings on this plateau, you receive a tribute reward. Build some villas and a temple up here.



Build 10 structures on the plateau near your town.

With a large, impressive town and the Norse wolves at bay, the scenario is complete. At this point, continue to train your creature or complete more of the optional objectives; the remainder of these tasks is geared for evil gods. Otherwise, you have conquered the land, and your work here is complete.



Winning through Evil

Objectives

- ❑ Deforest the land (30,000 tribute)
- ❑ Take over all towns by force (100,000 tribute)

Taking the land through force requires a bit more patience at first, because you must build a large enough army to quickly sweep through enemy towns. You will also need a large supply of food before heading out. Troops consume a large amount of food, so be sure you have enough to support them without starving your remaining villagers.



You need at least one fairly large platoon before heading out to conquer the land.

If you aren't averse to the idea, try to lure the occupants of the first few towns through Impressiveness. This quickly bolsters your population, giving you the needed recruits to create a large platoon more quickly than breeding alone. It also gives you the opportunity to fight Norse soldiers at your gates; your platoon gains some experience and makes your march through the land much quicker. You commit plenty of evil deeds after you have the needed army, so any positive shift in your alignment will be quickly negated.

When you have a large enough population, create a platoon of at least 50 soldiers (even more if you have enough people). Wait until your food stores are overflowing, then head out through the gates to attack the first available town.

None of the towns on this map present much resistance, but the Norse troops are constantly on the march, so prepare for occasional attacks as you move forward.

BLACK & WHITE[®] 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9



The Norse army attempts to take back towns you capture. Keep your troops within the town's influence ring to protect it.

As you move forward, your platoon dwindles as men fall in battle. Build a new armory in one of your new towns and recruit another platoon to work with the first. This second platoon also helps protect the towns closer to Valdir as you approach.

Continue moving, capturing, and attacking. Use your new towns to increase your food supply and bolster your army. When you reach Ironhad, capture it, then create as large an army as you can afford. As you move into Valdir, have your creature and your troops fight the Norse creature, then raze all of the city's buildings before capturing the town center. When you capture Valdir, the land is yours.



Have your creature engage the Norse wolf as your troops raze the capital.

The land is under your control, but there is one final optional objective: deforest the land. Having the fire miracle makes this slightly less time consuming. When the land is yours, you won't have to worry about the constraints of the influence ring; you can cast the fire miracle anywhere at this point, so ignite as many trees as possible. Additionally, purchase the Hand Multi Pick Up feature from the Tribute menu; this helps significantly, because you can sweep through a forest, pick up a few trees, toss them aside, and repeat.



Remove every tree from the land for a large tribute reward.

NOTE

You can attempt to deforest the land as a good god by creating a huge army of foresters or by placing each tree you uproot in a storehouse, which keeps your alignment in balance. This is much more time-consuming, but it's worth the effort if you want the tribute.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

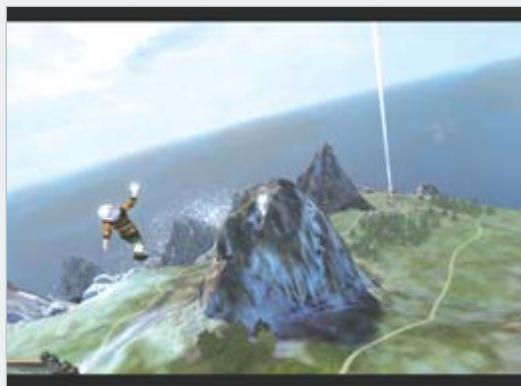
[Land 8](#)

[Land 9](#)



The Indestructible Man

A man sits by a fire on the beach near your town. Pick him up. Your evil conscience will tell you to throw him in the sea. If you do, he tells you to throw him in a fire. Fling him from the highest mountain in the land. In fact, do this several times. You get a tribute reward for a good throw, and then even more tribute every time you break your own record. If you lose track of the man, wait for him to return to his cave. You can kill him by sacrificing him in an altar.

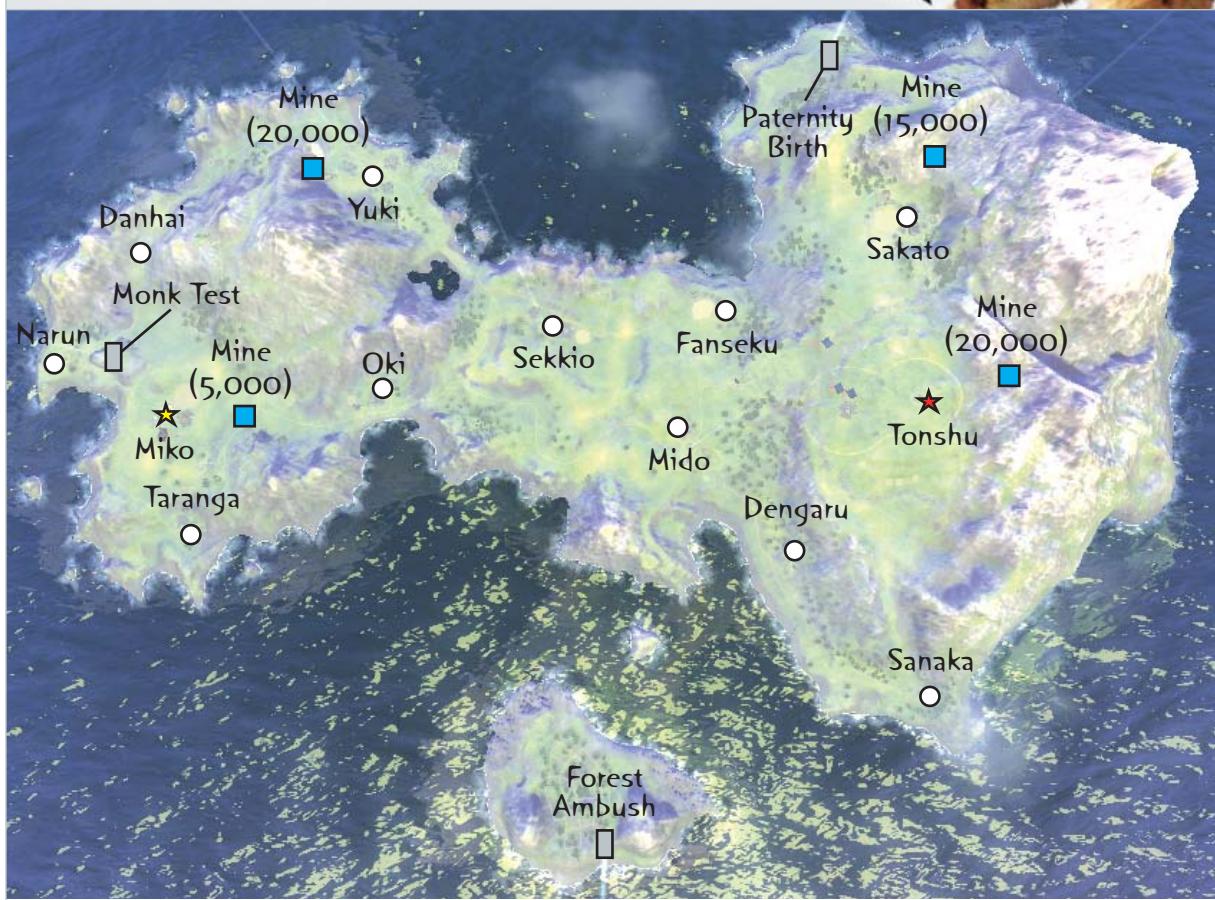
**BLACK & WHITE® 2**

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V](#)
[The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)

Chapter V: The Walkthrough

LAND 5



★ Player Capital ★ Enemy Capital ○ Neutral Town ■ Ore □ Silver Scroll Challenge

BLACK & WHITE 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
- Chapter V
The Walkthrough

- Land 1
- Land 2
- Land 3
- Land 4
- Land 5
- Land 6
- Land 7
- Land 8
- Land 9



TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Danhai	15	7,419	5,000
Dengaru	15	11,761	5,000
Fanseku	20	10,276	5,000
Mido	15	21,542	20,000
Narun	15	5,095	5,000
Oki	20	9,349	15,000
Sakato	20	25,217	20,000
Sanaka	15	14,758	5,000
Sekkio	20	17,475	25,000
Taranga	15	4,104	5,000
Tonshu	220	16,374	120,000
Yuki	20	13,289	15,000

NOTE



Tonshu, the Japanese capital, begins as a small settlement, and becomes more difficult to impress as it develops into a city.

In your first encounter with the Japanese, you find a leader who is respectful and less prone to attack than the Norse. The Japanese tribal leader becomes aggressive only if you attack his towns; otherwise he occupies his time building an impressive city. He will, however, build a sizable army either way, so if you plan on taking the aggressive route, be sure you can take his armies. He does not have a creature, which makes your creature a more powerful asset in battle.

Ideally, you should take a neutral route in this scenario. Attack early, then concentrate on building up your town. This land includes objectives that you can complete only by capturing and impressing towns; completing these objectives gives you much-needed tribute.

ESTABLISHING YOUR CITY

Your town has nothing but a Town Center. There are several objectives involving building and resource gathering, both with your people and your creature. Get started on the infrastructure basics immediately, but, unlike in the previous scenario, your first priority is expansion.



Get your people started with basic building and gathering, but be ready to start attacking early.

BLACK & WHITE® 2

Chapter I
Chapter II
Chapter III
Chapter IV
Chapter V The Walkthrough
Land 1
Land 2
Land 3
Land 4
Land 5
Land 6
Land 7
Land 8
Land 9

Lay a storehouse foundation near the small forest, then create two large fields in the fertile land nearby. You want several farmers right away, so drop five villagers on each field to create ten farmers. Now create three foresters and three or four miners. Miners are especially important in this scenario, because ore is somewhat scarce, and it becomes very valuable later when you build your first wonder. Order your creature to gather ore while you occupy yourself elsewhere.

Attacking Early

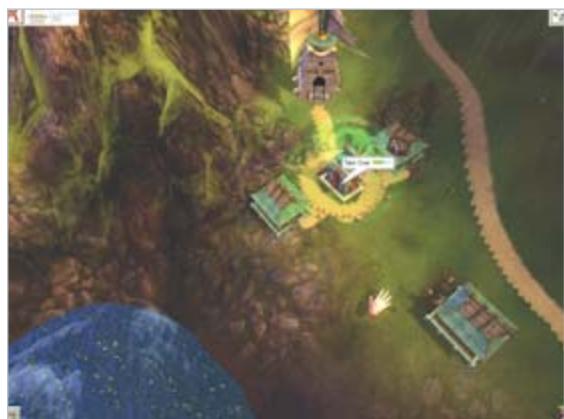
Objectives

- Take control of three towns by force (15,000 tribute)
- Enclose your town within walls (5,000 tribute)

If you want to be a purely good god, ignore the following strategy. Be warned, though, that you will miss out on a couple of objectives, and tribute is going to become more valuable from this point on.

You have a platoon of 50 archers already under your command, and you use these immediately. Quickly scout the land. There are three very small settlements nearby (Danhai, Tarunga, and Narun) and two larger villages (Oki and Yuki) on either side of a mountain range that divides your portion of the continent. If you attack settlements, the residents pack up and flee, leaving just a plot of empty land. You can attack Danhai, however; it's the best choice for capture, because it takes longer to impress. Leave the other two for now. You can impress them enough to join your cause after you start building in earnest.

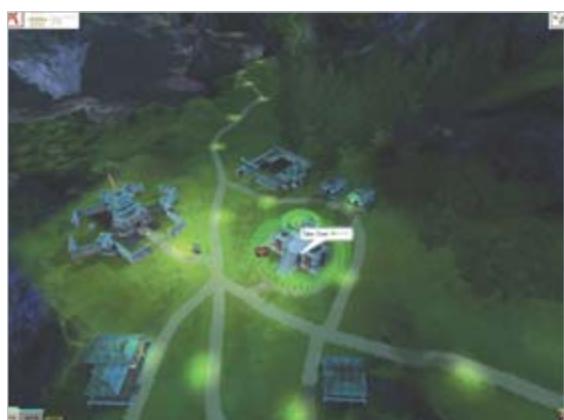
As you scout, build walls on the border of your city. There are two half-completed walls near the mountains, so extend these across the nearby roads to completely enclose your town. Be sure to build gatehouses to give your troops access to the land beyond.



You can capture the three small villages, but you won't gain the territory.

Send your archers up the road to Oki and have them capture the Town Center. When the Town Center is yours, complete the half-finished wall protecting the valley near the town.

Check your food stores. If you're running low, grab some grain from the fields and drop it in the storehouse. Select your archers, then send them over the mountains to capture Yuki. You want three operational towns under your command, so assign the villagers at Oki and Yuki to tasks and add a few breeders to increase their populations. Build a wall running from the coast to the mountains to protect Yuki. Assign a few villagers to the mine nearby.



Capturing Yuki gives you a total of three operational villages.



BLACK & WHITE 2

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V](#)
- [The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)



Building up Your Town

Objectives

- ❑ Villagers must collect 6,000 ore (3,000 tribute)
- ❑ Villagers must collect 6,000 food (3,000 tribute)
- ❑ Villagers must collect 6,000 wood (3,000 tribute)
- ❑ Build 5 fields on fertile land (4,000 tribute)
- ❑ Build 10 embellishments (5,000 tribute)
- ❑ Create 20 breeder disciples (4,000 tribute)
- ❑ Creature must collect 5,000 ore (3,000 tribute)
- ❑ Creature must collect 5,000 food (3,000 tribute)
- ❑ Creature must collect 5,000 wood (3,000 tribute)
- ❑ Creature builds 30 houses (10,000 tribute)
- ❑ Take control of three towns with Impressiveness (15,000 tribute)

As you capture Oki and Yuki, improve your town. Lay enough villa foundations to house your population, then build some basic amenities, such as a tavern, nursery, and temple. Have your creature gather ore and food, and make him a builder to help you build villas. Don't forget to build a creature pen.

If you haven't purchased any embellishments from the Tribute menu, spend some tribute on the well or the lamp. Place 10 wells or lamps in your city, preferably around villas to increase their Impressiveness.



Place 10 embellishments in your city.

The migrants from Tarunga and Narun should be en route to your town. Grab their migration flags and drop them in your influence ring to add them to your population. Use the new villagers to create 20 disciple breeders. You also need more grain to feed the influx of visitors. Build three more fields on the fertile land surrounding your storehouse, and build a second storehouse if you need more space.

You should also build a smelter and a granary. If you haven't purchased these yet, do so from the Tribute menu. The smelter is a top priority, because it increases your ore production. Build the smelter and the granary, then drop villagers on them to create refiner disciples. Each building can hold eight disciples, so create eight refiners for each.



Refineries like smelters and granaries increase your resource production.

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9

Continue building, making sure you have enough villas to house your population; doing so meets both the creature and villager resource goals. As you grow, the people of Fanseku are suitably impressed and begin migrating toward your town. Now you must decide how to conquer the remaining towns.

SILVER SCROLL

Monk Test (40,000 Tribute)



To complete this Silver Scroll Challenge, you must first purchase the Forcing ability from the Tribute menu. The monk needs help breaking the stones. As the monk prepares his stance before hitting the stone, hold the Action button and swiftly move the mouse forward and backward over the stone so that it begins to smoke. You must keep the stone smoking for when the Monk strikes it or you fail. Repeat this for all three stones. If you fail in aiding the Monk to break any of the stones you have to start again. Do so by clicking on the silver scroll.



CONQUERING THE LAND

Objectives

- Create 100 soldiers (10,000 tribute)
- Build a wonder (100,000 tribute)
- Link three of your influence rings (5,000 tribute)

Regardless of whether you plan to attack or impress, there are a few more objectives you'll want to accomplish as you expand. First, build an armory and a ranged armory (the latter of which you purchase from the Tribute menu). Create a platoon of 50 swordsmen. If you lost any of your 50 archers in the attacks on Oki and Yuki, build a platoon of archers to make up the difference. If you plan on attacking the remaining cities, don't stop at 100: build as many soldiers as you can.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

BLACK & WHITE® 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)


Build an armory, then recruit enough soldiers to give you a total of at least 100.

Next, build a wonder. The least expensive is the Siren wonder, which the Japanese are already building. This is an especially good choice if you're planning to impress the other towns, because its Epic miracle instantly converts anyone within its affect radius. Choose a wonder from the Tribute menu, then begin construction (if you can't afford the wonder, complete some of the Silver Scroll Challenges to earn tribute). Wonders require a large amount of resources to build, so be prepared to burn through your stockpiles if you use God-building to complete it.



Build a wonder, then assign worshipper disciples to it.

When the wonder is complete, drop villagers near it to create worshippers. Assign as many worshippers as possible; wonders take a great deal of time to charge. The more worshippers dancing around its base, the quicker you can employ its power.

Keep an eye on Oki and Yuki, and continue to expand the towns so that they grow at a slow but steady rate. Meet the residents' desires, and add embellishments such as wells, lamps, and meadows to keep the residents happy. You can also employ your creature to entertain the denizens if their Happiness is too low. Eventually, the influence rings of your three villages will overlap.



Continue improving Oki and Yuki, slowly and steadily, until the influence rings of your three villages overlap.

TIP

To increase the populations of Oki and Yuki, use the Hand Multi Pick Up ability (purchase this from the Tribute menu) to grab villagers from your town and drop them within the Japanese towns' influence rings. Make sure you build enough houses to support the new residents.



SILVER SCROLL

Paternity Birth (40,000 Tribute)



Clicking the silver scroll near the town of Sakato begins this quest, in which you must help a very pregnant sheep give birth to her babies. Dolly's owner thinks she's sick, but really she's about to deliver a very large quantity of little lambs.

Dolly has so many babies, in fact, they literally shoot out of her. You must catch them as they do, and quickly drop them on the ground before Dolly fires out the next lamb like a woolly cannonball.

To grab a flying lamb, tap the Action button as it sails by. Then quickly tap the Action button again to put it down. As the birthing continues, the lambs come quicker, occasionally arriving in small groups. Quickly catch each one, then tap the Action button to release it. You must catch 20 lambs in order to succeed! If you fail, you can restart the quest after a short interval.



Winning through Good

Objectives

- Achieve city status: population 300 (10,000 tribute)
- Increase Impressiveness by 30,000 (10,000 tribute)
- Take over the land by Impressiveness (120,000 tribute)

If you attempt a purely good victory, the Japanese leave you alone. They try to outclass you in terms of city building, but you can impress everyone, eventually winning over even the Japanese leader.



Tonshu, the Japanese capital.

Building the Siren wonder gives you a significant advantage in impressing everyone; place as many worshippers around the wonder as possible. Using the Siren wonder's Epic miracle near the Japanese troops instantly converts them to villagers, who then migrate to your cause.



The Siren wonder helps quickly attract a large number of new villagers.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)



Using the Siren wonder's Epic miracle immediately converts everyone within its area of effect to your side. Don't use it in well-populated areas if you don't have the food or the housing to accommodate a huge influx of people!

You have a great deal of room to build, allowing you to comfortably house all of your citizens and place embellishments around the houses. If you have the tribute, purchase the mansion blueprint from the Tribute menu, and build several mansions. They don't have the capacity of villas, but they are much more impressive. Build wells, lamps, and meadows liberally, and make sure you're producing enough food to support your army.



There is a good deal of room to expand on this land.

As you attract more followers, see how large your population has grown. You want 300 villagers, at least, so make more breeders if you aren't coming close to the mark.

If you stay within your walls, you won't have problems with the Japanese military. Just continue building and improving your three towns, and the Japanese, impressed by your peaceful ways, will bow out and leave the land to you.

Winning through Evil

Objectives

- ❑ Take over the land by force (120,000 tribute)
- ❑ Kill every living thing (20,000 tribute)

Capturing the remaining towns poses a slightly more difficult challenge than impressing them. The Japanese army is massive and can easily destroy your forces if you aren't prepared. Before venturing forth, concentrate on population growth. Make plenty of breeder disciples.



If you're planning to fight your way to Tonshu, you can still complete the population objective. Just make as many breeder disciples as possible in each of your cities. Then use the Hand Multi Pick Up ability to move villagers into your primary town.

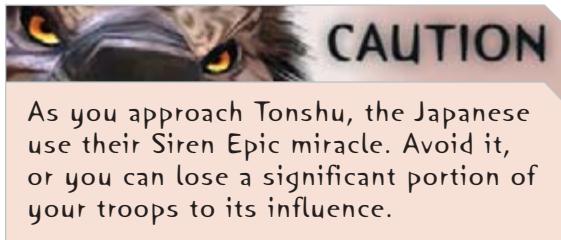
If you can afford one of the war-centric wonders, build that instead of the Siren. These might cost too much tribute, though. If you can afford only the Siren, you can still use it to your advantage—use it to recruit migrants from the enemy troops, then enlist them into your army. Though you may balk at using the powers of good, the nefarious ends justify the means.

Create several medium-size platoons of both archers and swordsmen, and be sure you have plenty of food stockpiled in each of your current towns. You want every available man in your military. Move out and attack Sekkio first. Send your creature with your soldiers.

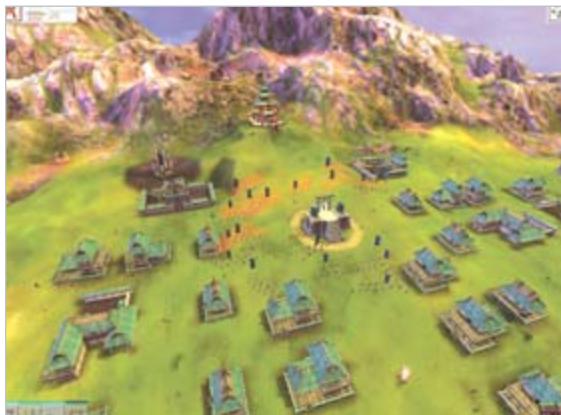


Taking Sekkio attracts the Japanese forces.

As you capture Sekkio, the Japanese army advances. Have your creature keep them at bay while you finish capturing the town, then engage the enemy. After you defeat the first wave of Japanese troops, move on to capture Mido and Sakato.



The remaining towns have probably been subsumed by now, either by you or the Japanese, so they shouldn't be an issue. If they remain populated, though, take them next. Before attempting an attack on Tonshu, recruit any new adults into more platoons, then group all of your soldiers together before the fight. Tonshu keeps a fair number of troops within its walls for defense, so you still have a fight ahead of you.



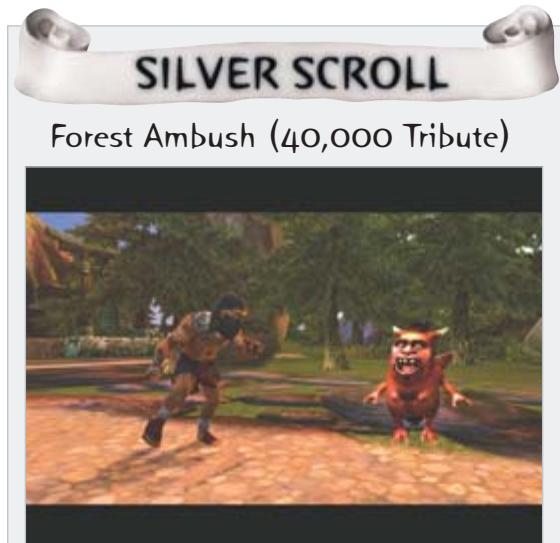
Tonshu keeps many troops inside its walls for defense.

Enter Tonshu and attack its troops. Use your creature to aid your armies. The Japanese do not have a creature, so your creature gives you a significant advantage, even if your troops are outnumbered. After the occupying forces are eliminated, capture the town center.

Your work here isn't complete yet. To truly leave your evil mark on the land, you must now kill every living thing. This includes every villager, including your own, as well as every animal. It does not, however, include trees or the rain dance man (who cannot be killed). Grab every villager from your town and throw them as far as you can. Burn them with the fire miracle, or just pick them up and throw them aside. Locate any stragglers in other towns and scoop them up, then throw them as hard as you can across the landscape. Find every animal scurrying through every meadow and toss it in the ocean. When no life remains in the land, it's time to progress to the next land.



Kill every living thing for a large tribute reward.



Find this silver scroll on the large island off the main continent. You must help a treasure hunter sneak his way through a heavily guarded forest, avoiding the guards while he collects four pieces of a treasure map.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

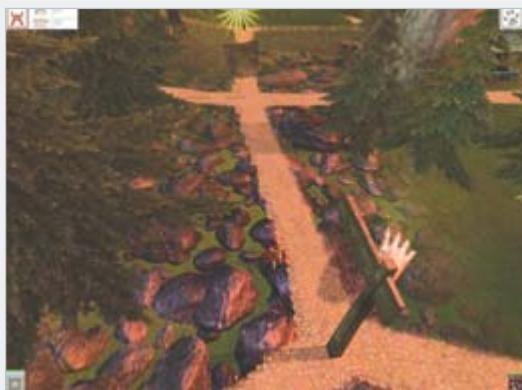
[Chapter V
The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)

BLACK & WHITE 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

There are several signs on the path winding through the forces. Each sign has an arrow. When a guard or the treasure hunter reaches a sign, he moves in the direction the sign is pointing. Click the signs to change their direction, leading the treasure hunter to the map pieces while simultaneously steering the guards away from him.



The guards' starting patterns are random, and the signs switch direction on their own, so each time you try the quest, the solution is slightly different. To guide the treasure hunter successfully, though, you can use several tricks.

Primarily, watch the path ahead of him. Keep the signs ahead pointed in the direction you want him to move, even if there is a guard nearby. A guard moving ahead of the treasure hunter won't spot him. As long as they aren't behind him, he is safe. Be careful of guards behind him, though, because they move faster than he does and will catch up if there isn't a sign to move them off the path.

When the treasure hunter passes a sign, immediately switch its direction. As he gets farther into the forest, watch as many signs around him as possible. After he grabs the second map piece, there are many more guards ahead. Steer them far away before he gets close to save you the trouble of starting over.



Also beware that the map's third piece is in a dead end. When the hunter grabs it, he turns around and heads out. Of the four map piece locations, this area is the trickiest, as there are many signs and potentially many guards. Keep every sign in the area pointed away from the hunter; if you can, keep the signs that are farther out pointing away so the guards keep moving as far away as possible.

The fourth map piece is on a straight path of road, but getting there requires the hunter to double back along diagonal roads. There is no straight path to this piece from the third piece, so try to clear the guards from the diagonal roads leading to it before the hunter gets there.



This map shows the path the hunter should take and the locations of the four pieces of the treasure map.

Chapter V: The Walkthrough

LAND 6



★ Player Capital ★Enemy Capital ○Neutral Town ●Enemy Town ■Ore
 □ Silver Scroll Challenge

TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Iga	30	16,018	20,000
Miyama	470	39,914	25,000
Nagoya	30	23,792	15,000
Narata	10	3,971	15,000
Nutsu	10	9,880	10,000
Shiroku	10	7,557	10,000
Tokugawa	33	28,379	15,000
Yasenshima	30	20,322	20,000

BLACK & WHITE 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
- Chapter V
The Walkthrough

- Land 1
- Land 2
- Land 3
- Land 4
- Land 5
- Land 6
- Land 7
- Land 8
- Land 9

Your second encounter with the Japanese isn't as peaceful as the last: this Japanese leader is much more aggressive. This scenario is highly geared toward combat—perfect for a warlike god—and there are several objectives that reward evil deeds. Impressing the people is possible, but it's much more difficult than in previous lands. Though you can impress the first few settlements and towns fairly easily, the last few require a massive, thriving city.

As in the last mission, you should use both force and Impressiveness to win the land. Using force alone is possible, though somewhat difficult; using Impressiveness only will be the greatest challenge, so plan from the beginning to use every resource toward the most impressive buildings.

Alignment Quest

Objectives

- Change of heart (5,000 tribute)



This mission includes an optional quest, requiring you to change your alignment. If you are good, you must become evil. If you are evil, you must become good. Accomplishing this task requires you make a concentrated and continual effort, as shifting your alignment can take a fair amount of time. This isn't as easy as it sounds. You can't access the opposing alignment's major buildings until you get closer to neutral, but once they are available, you can build embellishments that help to shift your alignment more quickly.

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9

If you're good, begin killing villagers in great numbers, steal resources from the storehouse, sacrifice villagers for mana, attack enemy villagers with your troops, and turn away any migrations that come your way.

If you're evil, begin nurturing your villagers. Keep them as happy as you can, building taverns and amphitheaters, having a surplus of food, and training your creature to entertain them whenever possible. Accept any migrations, and do your best not to harm any of your villagers, or the enemy's.

Your creature can be a great help in shifting your alignment. If he terrorizes your villagers, it will lessen their happiness and shift you gradual toward evil. If he entertains them, they will be happier and your alignment will shift toward good.

ESTABLISHING YOUR TOWN

Objectives

- Create 20 breeders (3,000 tribute)
- Creature collects 3,000 wood (3,000 tribute)

The Japanese in this land are incredibly aggressive, and they have the numbers to back up their attitude. A look at the map reveals that most towns are heavily fortified, and there are well-guarded walls everywhere. If you purchase the Best 100 Soldiers option now, you are safe from early attacks (you might want to save this for Land 8 or 9).

If you don't have any soldiers, start building a wall immediately. There's a short wall already within your influence ring, so extend that wall down to the narrow land bridge, then across to the coast. Place a gate on the wall near the road.



Building a wall to protect your city is your first priority.

The wall is outside your influence ring, so there isn't much you can do to expedite its construction at this point. However, your villagers take care of it, hauling your ore and initiating the building. You most likely won't have enough ore in your initial stores to complete the wall, so create some mineworkers by dropping villagers on the ore rocks at the very edge of your influence ring.

Begin setting up your standard infrastructure while the wall is being constructed. Keep an eye on the Japanese troops. If they advance before the wall is complete, send your creature to attack them. There isn't much fertile land around, but the edge of the small nearby cliff has some, and there is another patch near the town center. Build one field on this patch, then place a storehouse foundation near the cliff to increase the ring. This gives you access to the patch of fertile land on the cliff's edge. Create some farmers and foresters.



There isn't much fertile land in your starting area, so use a storehouse to push the influence ring out.



CAUTION

One optional objective requires you to attack only at night. If the Japanese attack and you want to complete this objective, quickly change day to night before sending your troops or creature after them.

There isn't much room to build in your starting area. The small valley between your town center and your wall is slightly roomier, but it's a fairly dangerous area in which to build, because the threat of invasion is high. Ideally, you should expand toward the two nearby settlements, slowly moving your housing and civic operations into the large flatland below.

For the present, though, you can build enough villas for your current population on the starting plateau. Also build an altar, and, if you're going for Impressiveness, other amenities such as a temple and a tavern. Building a smelter and staffing it with refiners is a high priority as well, because ore soon becomes very valuable.



Your starting area doesn't give you much room to build. Plan to expand down the slope into the large valley below.

There aren't many development-oriented objectives. This mission rewards the aggressive god more than the cautious one. You can, however, earn some tribute by having your creature gather 3,000 wood. Wait until the wall is complete, then assign him the gatherer role near the trees. You also need to make 20 breeders, but wait to do this until you capture or impress one of the nearby settlements; use the migrants to achieve the breeder goal.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

Both good and evil gods should build an armory as soon as possible. Build this near the wall, and plan to build a ranged armory and a siege workshop nearby. There are two small settlements in close proximity, Nutsu and Shiroku. Both of these settlements are easily impressed or captured. There are objectives requiring you to impress three towns and capture three towns, so these give you a good start toward either of those.



The two nearby settlements are easily impressed or captured.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

TIP

If you're trying to win through Impressiveness but still want to complete the objective of capturing three towns with force, consider attacking Nutsu and Shiroku. These two are easy to conquer, and leaves only one town toward the goal. Likewise, military-minded gods can also impress these two settlements to get two notches toward the impressing three towns objective.



SILVER SCROLL

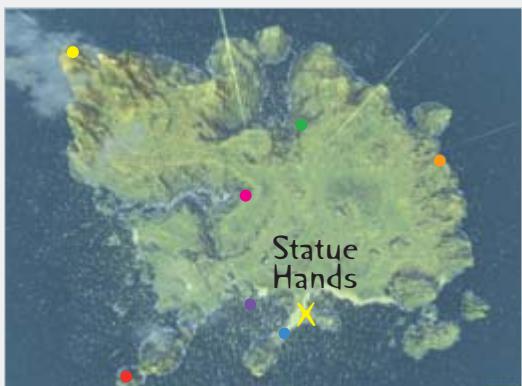
Seven Samurai (40,000 Tribute)



This is a good Challenge to complete early. It gives you a large tribute reward and a small troop of excellent warriors.

Seven statues are scattered throughout the land. Legends say these statues are actually powerful samurai, turned to stone by an evil deity. The empty bases of the statues stand in a semi-circle near the scroll, waiting for them to be returned. You must find the statues and place them on the correct base.

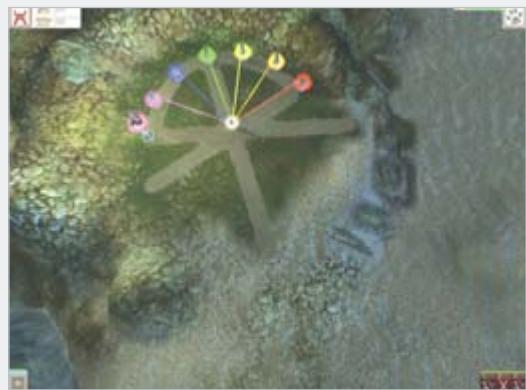
Hunting the land for statues is fairly easy. After you activate the Challenge, the statues appear. Each one has a colorful glow, making them stand out against the landscape. All of the statues are situated near the coast in the following locations (indicated with their respective color):



When you find a statue, click it with the Action button. This automatically transports it to where the bases are—where you found the silver scroll.

You must arrange the statues in reverse rainbow order. The order, from left to right, is violet, indigo, blue, green, yellow, orange, and red. When you place a statue on the correct base, it shines a colored beam of light at the nearby stone.

After you correctly place all seven statues, they come to life and become a platoon under your command. Order the platoon back to your town.



PREPARING FOR WAR

Objectives

- ❑ Use the shield miracle to protect 5 people (3,000 tribute)
- ❑ Creature kills 10 platoons (7,000 tribute)
- ❑ Level up a platoon to rank six (7,000 tribute)

Next you need some troops. For hostile takeovers, you want a very large army; even if you plan on staying behind your walls, you want troops. Build a ranged armory and a siege workshop (purchase the workshop from the Tribute menu) when you can afford them.

Create a platoon of archers and order them to mount your wall. They attack any Japanese troops that approach, hopefully preventing them from breaching your wall.



Station a platoon of archers on your wall.

The biggest threat at the moment is the Japanese catapult positioned on the nearby cliff. Your soldiers can't reach the catapult without engaging a large group of enemy forces, and the weapon continually damages your wall, forcing you to repair constantly and waste precious ore. To deal with the catapult, build a siege workshop and commission a catapult or two. Send your catapults out to the small land bridge and destroy the Japanese siege weapon.

Your military goal, for the moment, is to simply keep the Japanese at bay. You don't have enough might to engage them outside your walls, and you need some time to build up your army if you intend to try. If you're concentrating on city building, the small force you've recruited is enough to hold off their attacks, though you want a larger army for the final assault on Miyama. At this point, purchase the shield miracle from the Tribute menu.



A small force of archers and swordsmen, along with your creature, keep the Japanese at bay.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

Narata, a small settlement on the coast, is quickly impressed by your growing town, and its people begin migrating. When the new residents reach your influence ring, position your troops near the gate. Open the gate to let the immigrants in, and attack any Japanese soldiers who slip through (for evil gods, this satisfies the impress three towns objective).

As you fight, use your largest, most experienced platoon whenever possible. Leveling a single platoon to rank six satisfies an objective. Also use your creature whenever possible if you don't mind him getting a taste for blood. He needs to kill 10 platoons for his combat objective. During combat, cast the shield miracle on your troops. This momentarily protects them, ensuring that more soldiers survive. Additionally, change day to night before combat.

The Japanese attack fairly often. Let your archers thin the Japanese's numbers, then simply let them through to engage your swordsmen. Keep your catapults out of combat when the enemy is within your walls—their shots damage your buildings and hurt your own men.



Fighting only at night satisfies an objective. This requirement includes Japanese raids, so adjust the time when an attack is imminent.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

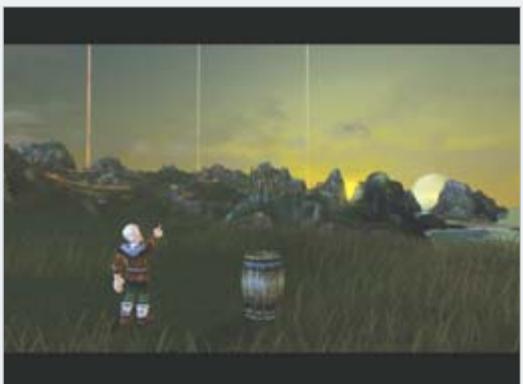
[Land 7](#)

[Land 8](#)

[Land 9](#)

SILVER SCROLL

Nut Oil (40,000 Tribute)



The Nut Oil brothers are back, and this time they are drunk on their own sauce. Two of the brothers are lost somewhere on the island and need help finding their way back. You must light the three signal fires using their explosive brew to guide them.

This silver scroll is located right outside your influence area, but don't attempt this challenge until your land is secure: while lighting the fires, you are unable to perform other actions, and if the Japanese attack, you won't be able to help your people.



To light the fires, throw a barrel onto each of the three target torches. This is not a simple task. Though the torches are large, it's easy to undershoot and then overcompensate and overshoot. If you fail repeatedly, the Challenge resets and any lit torches are extinguished.

Use a medium-strength throw to hit the first torch. Zoom out a little to get more room to move your hand, then lob the barrel. Adjust your throwing speed and power based on where the first barrel hits. You need a direct hit, so keep trying until you get it. Remember that throwing is based on some external factors, such as mouse sensitivity, so there's no surefire method for success; it's really a matter of trial and error.

The second torch requires roughly the same amount of power as the first. You must throw the barrel over your wall, though, and this torch is slightly lower. The third and final torch is on a hill very close by. Zoom in and throw the barrel softly at the torch.

After you light all three torches, the brothers are reunited and you can continue running your city.



WINNING THE LAND

Segregation

Objectives

- Segregate men and women into separate towns (10,000 tribute)



This optional objective requires you to separate all men and women into separate towns. Evil gods can attempt it after conquering any town; good gods need to wait until they take Miyama.

To quickly separate the men from your town, recruit a huge swordsmen platoon using every available man. Now, pick up any disciples and check their gender. Shake any males until they are no longer assigned a job. When every male disciple has been made available, create another platoon using these men.

March these platoons to one of your other towns. Build an armory here. Disband the platoon at the armory and assign all the men to jobs in the new town.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

Objectives

- Build a wonder (100,000 tribute)
- Take over three towns by force (20,000 tribute)
- Take over three towns by Impressiveness (20,000 tribute)
- Achieve metropolis status: population 500 (20,000 tribute)
- Only attack under the cover of darkness (5,000 tribute)
- Win three creature fights (8,000 tribute)
- Use creature to break enemy walls (7,000 tribute)
- Win the land (150,000 tribute)

The best strategy for taking the remaining towns is to wait until they are all impressed, with the exception of Miyama. Miyama is very difficult to impress, so you must mount a final attack on it. This strategy allows you to avoid engaging all but a few of the Japanese armies, while still meeting most of the combat objectives.

With your city well-protected, begin expanding its influence. Expand down the slope leading to the former settlement of Nutsu. Build structures such as temples and storehouses (if needed) at the influence ring's edge to push the ring out farther. Expanding into the valley below gives you more fertile land and plenty of trees, and there is ample land to build houses for your impending influx of people.



Expand your influence ring farther by building impressive buildings at its edge.

Also build a Siren wonder as soon as possible. There are two options for wonder placement. Placing it near the valley pushes the influence ring very far, giving you a great deal of room to expand. Unfortunately, that area isn't very impressive, so you lose some of the wonder's effect. A better spot, impression-wise, is the hill directly behind your town center. This adds a significant amount of influence to the wonder. Just be sure you build far enough away from the cliff's edge that your worshippers have room to move.



Build a wonder as soon as possible.

Instead of having to choose where to build the wonder, consider building one in each location. You probably don't have the ore to complete both at the moment, but if you follow the suggested strategy, migrants arrive with plenty of ore when your town is impressive enough. However, if you're planning an all-out assault, don't build the second wonder—you need the ore for your troops.

When the wonder is complete, grab as many idle villagers as possible and drop them near the wonder to create worshippers. The Siren Epic miracle soon comes in very handy.

The wonder adds a significant amount of Impressiveness to your town and likely wins over a few remaining towns. The larger towns bring people and materials (including ore) to help you expand.



Japanese immigrants bring much-needed ore when they arrive.

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

SILVER SCROLL

Cure the Sick Town
(40,000 Tribute)

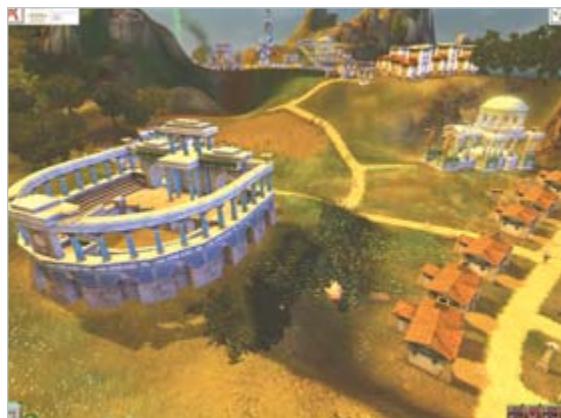


The residents of Nagoya are ill, and you must cure them before they are impressed enough to migrate. The illness is contagious and manifests itself as a sickly colored cloud that hovers over the infected villager.

To remove the disease, briskly wave your hand over the diseased villagers, brushing away the cloud. Wave the hand very quickly, as you must cure every sick resident before anyone else is infected. Wave the cloud away from the town, and zoom out to cover two or more residents when they are close together. Speed is the key to completing this Challenge, because the sickness infects others if you don't remove it quickly and completely.

If you take Nagoya by force, the capturing troops are infected, regardless of whether or not you already eradicated the disease. Therefore, if you must take Nagoya with your troops, use a small force of inexperienced warriors.

Continue expanding, purchasing new impressive buildings to sway the minds of the Japanese. The amphitheater is an excellent choice, as is the university, but these are expensive, and you may want to save your tribute for a more powerful wonder.



The amphitheater is a good way to bolster your town's Impressiveness.

When the Siren is charged, grab the Epic miracle. You cannot use Epic miracles within enemy influence, and the Japanese leader's influence is fairly large due to his walls. But you can use it just outside these areas, which converts all nearby troops to your cause. This has two benefits: it clears enemy troops out of your path and bolsters your population. Repeat this technique just outside Miyama to quickly convert many of the troops inside. Apply this strategy twice to easily push your population over the target of 500.

NOTE

Make sure your creature works out constantly as you build up. He needs to be very strong for the upcoming battles.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

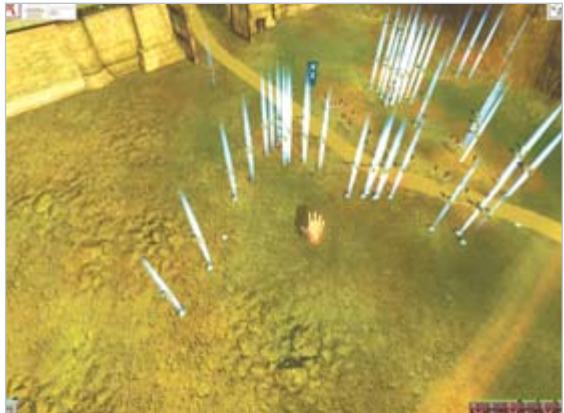
[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

BLACK & WHITE 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)


Use the Siren Epic miracle to convert the Japanese troops.

With all the towns but Miyama impressed, it's time to attack. Build up your armies, using the new influx of people as recruits. Have two large platoons of archers, two or three platoons of swordsmen, and at least two catapults. Change day to night, then send the catapults and your creature toward the first Japanese wall, with the other soldiers following at a safe distance. Attack the walls with the creature until he breaches one, then attack the remaining walls with the catapults. After you breach the wall, send in your other troops.

The enemy creature may be here; if so, attack him with your creature. If he's been working out, you should win the fight easily. He can also use his miracles during combat if you've purchased any for him.



Attack the enemy creature with your own beast.

Continue up the hill to the second wall near Miyama. Use the catapults (and your creature, if he's still standing) to breach this wall. After you breach the second wall, return to your city. Replace any lost soldiers with new platoons, and let your creature sleep to regain any lost health.

Change day to night, then look for the enemy creature. He should be up again. Send your creature after him. This is the second of the three required fights. After the battle, let your creature sleep again. Now, once again bring on the night and move your entire force up toward Miyama.

Keep your soldiers back while the catapults and creature take down the walls. When they've made a gap, send in your forces. Engage the Japanese troops, and send your creature after the enemy beast for their third encounter. The battle with the Japanese at Miyama is easy if you've used the Siren Epic miracle nearby. Otherwise, prepare for a tough battle.

Japanese forces move on Miyama from all over the landscape, so act quickly. Send a large force up to capture the city while your remaining forces attack their armies. When Miyama falls, the land is yours.



Once inside the enemy walls, the Japanese troops move in from all over the land.

SILVER SCROLL

The Archaeologists
(40,000 Tribute)



A group of archaeologists is searching for the ruins of Zan Tora. To find them, they must uncover four hidden glyphs. A little godly power can help them.

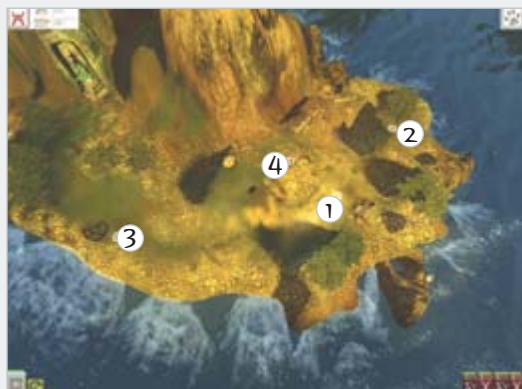
The first glyph is located directly behind the archaeologists, in the flat area in the middle of the dig site. Use the Forcing ability to scrub the land behind them. You must uncover the glyph completely, though you can see it faintly as soon as you begin scrubbing the right area.



This glyph contains a clue that leads to the second glyph: "by the solitary tree." On the hill nearby is a lone tree. Scrub at its base to find the second glyph, which contains a clue for finding the third: "by the lonely rock." However, you can find this glyph only at night. Change day to night, then find the large black rock near the water. Scrub near the rock to find the third glyph.

The fourth glyph is more difficult, as the clue is more vague: "between tasks past." This glyph is actually located between the other three, on the small ledge just above the first glyph.

After you uncover the fourth glyph, the archaeologists find the ruins. But they can't get in! Move the rocks away from the temple to allow them entrance.



Winning through Good

Winning purely though Impressiveness is fairly difficult. To do so, you must build the most impressive buildings you can afford. Build at least two wonders and expand as much as you can, even outside your city walls. If you need ore to complete more impressive buildings, tear down structures you don't need, such as the siege workshop or surplus storehouses. Build mansions whenever possible, and try to keep the impressive buildings on impressive land, primarily the two elevated areas near your town center.

BLACK & WHITE 2

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V](#)
- [The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)



Impressing Miyama requires a huge city with the most impressive buildings you can afford.

Winning through Evil

Attacking other towns requires you to have plenty of ore for troops. Tear down unnecessary amenities such as temples, and keep wonder building to a minimum (unless you can afford a wonder with a combat miracle). You want to attack in roughly the same order in which you will impress the towns (listed above) and keep several catapults around for breaking through enemy walls. Make sure your creature stays in peak physical condition, and keep your troops back as the creature and the catapults breach the enemy walls.



Attacking every town is difficult, as many are well-guarded. You need a large army to win through force alone.



Chapter V: The Walkthrough

LAND 7.

★ Player Capital ★ Enemy Capital ○ Neutral Town ■ Ore ■ Silver Scroll Challenge

BLACK & WHITE 2

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V
The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)

TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Denkusu	20	12,736	10,000
Irido	20	20,573	10,000
Kaidan	20	24,155	10,000
Lamasu	120	48,672	10,000
Samarita	20	14,939	10,000
Tekashi	575	36,776	20,000

Your third and final encounter with the Japanese is the most difficult. You must defeat the leaders of the two previous Japanese lands as they attempt to stop you from reaching their masters, the Aztecs.

As in the previous mission, the easiest means of defeating your enemies is through a combination of Impressiveness and might. Impress the first few towns until you have enough men to build a sizeable army, then go forth and conquer.

Several of the objectives in this mission involve your military. Accomplishing these is somewhat easy, but you must be very careful when setting up your village: keep all adult males available for military service. The domestic objectives also require that you maintain somewhat constant vigilance over both your villagers and your town, so be prepared to zoom down to the townsfolk if you want to squeeze the most tribute from this land.

Alignment Objectives

Objectives

- Reach ultimate good/evil (50,000 tribute)

During the course of this mission, you can completely maximize your alignment in either direction for a large tribute bonus. If you're good, you must become completely good, and vice versa. The following list contains a few tips for maximizing your alignment more quickly:

ULTIMATE EVIL:

- Throw miracles on enemy soldiers outside your influence ring.
- Capture every town with force.
- Before capturing a town, attack its buildings and kill its villagers.
- Rip out trees and drop them on the ground.
- Constantly remove materials from the storehouse and place them on the ground nearby.

- Kill (by throwing them) as many villagers as you can afford.
- Sacrifice as many villagers at your altar as you can afford to lose.
- Throw rocks at your buildings.
- Continually beat your creature.
- Reject immigrants at your ring of influence.
- When you can access the evil buildings, tear down any good embellishments and replace them with torture pits and punishment spikes.
- Complete the Dark Disciples Silver Scroll Challenge using the evil solution.

ULTIMATE GOOD:

- Collect resources for your villagers.
- Capture every town through Impressiveness.
- Do not rip up any trees. Instead, have your creature rip them up, then place them in the storehouse or on an unfinished foundation, or plant them.
- Reward your creature often.
- Do not attack anyone outside your ring of influence; only attack enemies who are assaulting you.
- Use the heal miracle on wounded villagers and soldiers.
- Complete the Dark Disciples Silver Scroll Challenge using the good solution.
- Accept any and all migrating villagers.

BLACK & WHITE 2

Chapter I

Chapter II

Chapter III

Chapter IV

Chapter V
The Walkthrough

Land 1

Land 2

Land 3

Land 4

Land 5

Land 6

Land 7

Land 8

Land 9

DOMESTIC TASKS

Objectives

- ❑ Villagers must collect 6,000 ore (3,000 tribute)
- ❑ Creature collects 3,000 ore (5,000 tribute)

The Japanese forces are extremely aggressive. Soldiers continually move on your town, hoping to overrun you with their significantly larger numbers. Your first task is to prevent them from accomplishing this. Bringing 100 soldiers or, even better, 100 archers, makes this an easier task, but you'll want to save this for Land 8 or 9. Plan on building an archery range as soon as possible.



If you didn't bring any troops from the preceding land, you need a good-sized platoon of archers as quickly as possible.

Before recruiting troops, though, you must protect your town from invasion. Lay a wall foundation, using the preestablished wall segments to start. There are two ways into your starting area, so build walls to prevent the Japanese from coming in either side. Build the walls out as far as possible to give you more room to expand.

NOTE

You can of course put all men into the army at the end of the land instead of during normal play.

Before you start the actual building, though, you must plan for the future. You have only a small group of villagers at this point, so start making your tasks easier in the long run. Two things to remember while planning: you want your creature to build every building in your town, and you need every man to join the military. To do this, you must pay very close attention to your villagers, steering them away from building and keeping all but your very first males out of disciple roles so they are free to heed your call-up when it comes. Both of these objectives are optional, and they both have relatively small tribute rewards. Skip them if you want, but those expensive wonders aren't going to pay for themselves.



You need to manage your villagers carefully to accomplish the domestic goals.

Place a storehouse and a field. Pick up all of your villagers and begin assigning them to disciplines. To keep track of your starting males, assign them all a single discipline (do not choose miner, see the Monster Mine Silver Scroll Challenge), and assign the females to the other tasks, including mining. Order your creature to build your storehouse, then assign him to construct the walls.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

NOTE

Your people can help with construction, but don't allow them to finish a building without your creature's help. Throughout this mission, keep a close eye on your unfinished foundations, and pick up any villagers who have started working on them and assign them to other disciplines.

BLACK & WHITE 2[Chapter I](#)[Chapter II](#)[Chapter III](#)[Chapter IV](#)[Chapter V
The Walkthrough](#)[Land 1](#)[Land 2](#)[Land 3](#)[Land 4](#)[Land 5](#)[Land 6](#)[Land 7](#)[Land 8](#)[Land 9](#)**TIP**

There's a farmer herding a group of sick cattle around your land, mumbling and grumbling about how you've treated him. If you're tired of listening to his complaints, drop a fireball on him and his sickly livestock. If you want a small tribute reward, though, heal his cattle with the heal miracle. He sees the error of his ways, and you get 6,000 tribute for your trouble.

Continue building your town, creating villas, mansions, manors, a nursery, a temple, an altar, and good or evil embellishments. You should also build refineries for all three resource types. Help your creature build more quickly by placing materials at the foundations for him, and purchase the advanced builder tribute bonus, if you haven't already.



Help your creature build by placing materials at the foundations for him.

When your town is in good shape, assign your creature to help with gathering resources, especially ore. If migrants arrive, accept them, then immediately create a platoon of archers to separate the men from the group.

CAUTION

On this land, there is a high danger of wood becoming scarce if you make too many foresters. Keep watering your forests to ensure that you have plenty of wood for the duration.



SILVER SCROLL

Monster Mine (40,000 Tribute)



A creature lurks deep in the mine, and it's eating your villagers as they attempt to do their work. Until you kill the monster, you can't harvest ore. There's only one way to do it: send a platoon into the mine. You need at least 10 swordsmen in the platoon, but more is better. You lose men, but the platoon that emerges will have gained a good deal of experience. Select the platoon for the job, then click on the mine to send them in. They slay the beast, and your people can get back to work.

The monster mine can also be completed by grabbing one of the diseased cows and dropping it down the monster mine. This diseased herd will begin to wander around your town when the challenge is started.

THE HOME FRONT

Objectives

- Use the heal miracle to heal people (10,000 tribute)
- Use the shield miracle to protect 15 people (3,000 tribute)
- Use the lightning miracle to kill an enemy platoon (5,000 tribute)
- Win four creature fights (12,000 tribute)

There are only six enemy towns on the map, so you must choose your approach. Impress or conquer four of them to complete one of two secondary objectives; there aren't enough towns to do both. If you're attempting to switch alignments, just do the opposite of whatever you've been doing up to this point.

However, a more cautious approach is easier. Impress everyone you can, but it's difficult to impress Tekashi and Lamasu, the Japanese capital cities. Take these by force. You should also take Samarita by force to gain access to the Dark Disciples Silver Scroll Challenge.



Take Samarita by force, regardless of your other plans.

As soon as you establish your basic town, begin building your troops. Create many breeder disciples to get your Birth Rate high. Remember to use only women for the task. Continually make platoons as your male children come of age. Medium-sized platoons are best. You want to make 20 platoons total, but this won't be possible yet, unless your people are breeding really fast. You can have only five platoons each of swordsmen and bowmen (the rest are made up of siege engines).

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

Try to have at least 10 men in each platoon—20 if you can afford it and still make the platoon total. For the time being, bowman platoons should have more men than your swordsman platoons. Place your archers on the walls. As the Japanese troops approach, attack them. Send your creature outside your walls to fight the Japanese, and close the gate behind him. You can also use the lightning miracle to kill an entire enemy platoon, giving you a tribute bonus.

If you're a good god (or an aspiring good god) and the enemy is within your influence ring, attacking them does not count as an evil deed.



Kill as many Japanese at your walls as possible before heading out to attack.

Denkusu is the first town to surrender, so head out and attack it if you're trying to change your alignment to evil. Otherwise, let its people come to you. Admit them, then immediately add the men to more platoons. If your platoons are full, build a siege workshop and begin building catapults.

After Denkusu surrenders, attack Samarita. Gather up all the villagers and drop them in your town. Add the men to platoons and continue defending the walls until your creature has killed 20 enemy platoons.

When soldiers are hurt, use the heal miracle to fix them. During a large attack, use the shield miracle to protect them. Using these miracles saves lives and fulfills two objectives.



Use the heal and shield miracles to prolong the lives of your troops.

The Japanese creature often accompanies the troops as they try to breach your walls. Send your creature after him, and have a heal miracle ready. Between bouts, make sure your creature eats, works out, and gets some rest. If you haven't already, purchase the heal miracle for him, and he can heal himself during battle. Beat the Japanese creature senseless four times to win a moderate tribute bonus.



The Japanese creature accompanies the enemy troops.

TIP

Do not let the enemy past your gates! You must protect your villagers, as a large tribute bonus awaits you if none are killed in combat.

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

SILVER SCROLL

Dark Disciples (40,000 Tribute)



After capturing Samarita, this Silver Scroll appears over a sinister idol. Samarita's villagers are being attracted to some malevolent force in the idol, worshipping it instead of you. There are two methods for completing this Challenge: one evil, one good. Each gives you the tribute bonus and adjusts your alignment accordingly.



The evil method involves indulging the villagers, allowing them—even encouraging them—to worship this evil statue. Pick up several more villagers and drop them by the idol. These, too, become worshippers, which invokes the statue's power and sends a fiery stream of lava into the land.

The good technique requires you to literally shake the villagers out of their trance. Pick up the worshippers one by one and shake them until they snap to their senses. After you free all of the worshippers from the spell, they turn on the idol, smashing it to bits.



WINNING THE LAND

Objectives

- ❑ Put all the men in the army (8,000 tribute)
- ❑ Never lose a villager to attack (20,000 tribute)
- ❑ Creature collects 3,000 ore (5,000 tribute)
- ❑ Creature kills 12 platoons (8,000 tribute)
- ❑ Create 20 platoons (8,000 tribute)

With Denkusu impressed and Samarita conquered, you must now choose how to take the four remaining villages. You still need to impress or capture three towns to meet the secondary victory goal. Capturing is slightly easier, especially with your burgeoning army, but impressing two towns is no problem; you can impress Tekashi with a little work. You should capture Lamasu, as it is much more difficult.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

BLACK & WHITE 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
Land 7
[Land 8](#)
[Land 9](#)


The Japanese capitals are not easily impressed, but Tekashi is slightly easier.

Regardless of your approach, build 10 catapults. You should also create five swordsmen platoons and five ranged platoons, if you haven't already. This satisfies the platoon objective. Once this objective is complete, you can disband your smaller swordsmen and ranged platoons and create much larger platoons until all of your men are signed up for duty.



Begin expanding to increase your Impressivness.



If you run out of ore, allow your people to move through the gates and harvest the mines near the map's center. However, close the gates if the enemy approaches. Watch out for enemies attacking your villagers as they go to harvest. If necessary, send a large troop of swordsmen along as an escort. Don't use your creature or catapults to attack troops when your villagers are nearby, as they could get hit by friendly pummeling. You should, however, send your creature out to attack any enemy platoons nearby and to attack any that approach your city, provided your villagers aren't in range of his stomping.



Your creature needs to kill 12 platoons to meet his combat objective.

TIP



If you need more men for your army, use the Siren Epic miracle to convert the Japanese troops. Open your gates, then build more platoons to quickly build a sizeable army of recent converts.

Winning through Good

Objectives

- Take over four towns by Impressiveness (20,000 tribute)
- Win the land (150,000 tribute)

Irido and Kaidan aren't too difficult to impress. A good-sized city stocked with happy people soon brings them both to your side. Just continue expanding within your starting area, and build a wonder (build two or three if you can afford it). If you can't afford to build several wonders, send your villagers out to harvest more resources; attack any troops that approach while the gates are open.



Allow your villagers out of the gates to harvest ore and wood, but don't let the Japanese exploit your city's temporary vulnerability.

Build as many mansions and manors as you can, and build embellishments everywhere, especially meadows. If you can afford the university or the baths, purchase them from the Tribute menu and build some; also build an amphitheater or two. Remember that your creature must help with the building.

Eventually, you run out of room. At this point, expand your walls to accommodate your growth. Wait until you have a good stockpile of ore, then extend your walls farther out into the land. When the walls are complete, demolish the older walls for resources, then expand into the new land.



Space becomes an issue when trying to impress. You may need to extend your walls.

With the wonders and civic buildings and plenty of luxury housing, Tekashi falls to your city. At this point, Lamasu is still somewhat far from impressed, so either expand again or simply put that huge army to use and take it by force.

Winning through Evil

Objectives

- Take over four towns by Force (20,000 tribute)
- Win the land (150,000 tribute)

Winning through evil is a very quick affair, provided you have enough food to sustain your army. Build as many fields as possible, and fill them with female farmers. Build another storehouse or two, and wait until they are mostly full. Now head out and conquer Kaidan in the map's center. Attack any Japanese troops you encounter on the way, and replace any fallen platoons as needed. However, your army should be large enough to withstand a few casualties.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

BLACK & WHITE 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)


Kaidan should be your next conquest.

After Kaidan falls, head up between the two capitals to Irigo. It falls very quickly. Now send your catapults to Tekashi and begin hammering away at its walls and the archers stationed there. Send your creature with them, and attack the Japanese creature if he shows his fury face.

Breach the walls, then send your troops straight for the town center. Keep a few troops in reserve to fight off defenders, and have your creature attack any Japanese forces that approach.

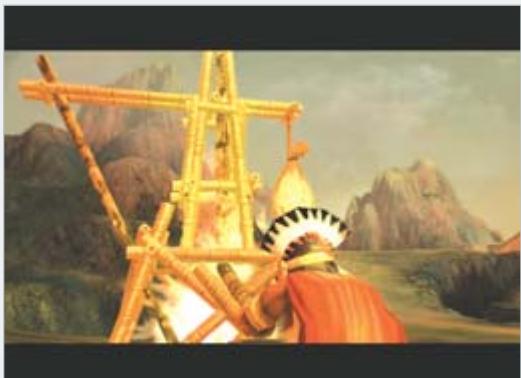
When Tekashi is yours, march across the valley to Lamasu. Again, have your catapults and creature assault the walls, and then send your troops in to capture the town center. When Lamasu falls, you've defeated the Japanese.



Have your creature fight off defenders while you capture the capitals.

SILVER SCROLL

Extinguish the Burning Oil Pumps
(40,000 Tribute)



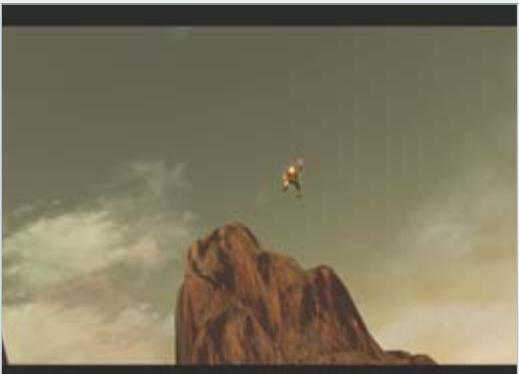
The oil pump manager has a serious problem: all of his oil pumps are on fire. You must extinguish the flames before they all explode.

There are two ways to complete this challenge. If your creature has the water miracle, grab his leash, lead him to the pumps, and tell him to extinguish the fires. You must put out all five fires quickly, or else the pumps reignite.

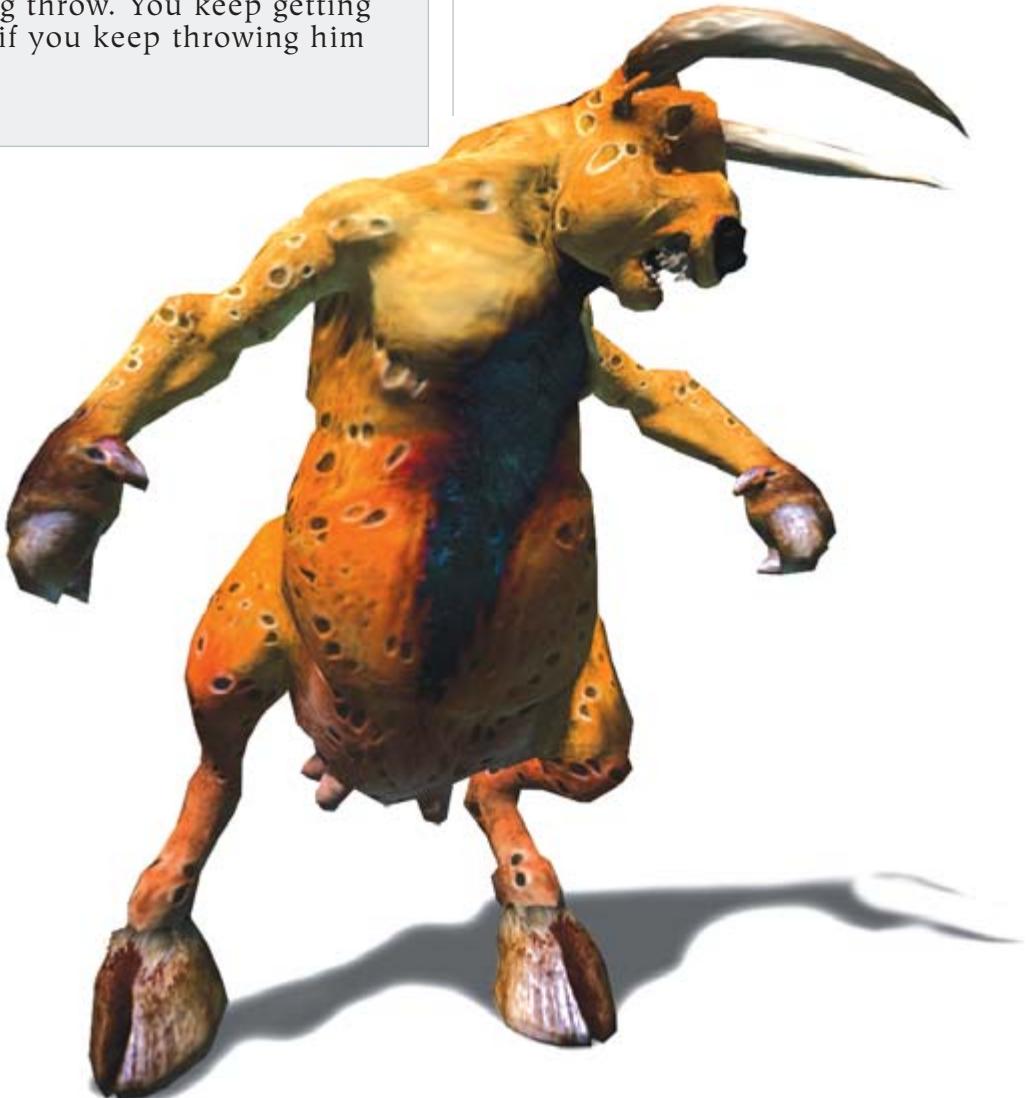
Alternately, you can wait until you win the land, and put out the fires yourself using your own water miracle. Again, though, you must extinguish them quickly, or else the fires reignite, forcing you to begin again.



The Return of the Indestructible Man



There's a familiar cave on the coast near your city and a small campfire burning on the beach nearby. It's the indestructible man again! Toss him around to gain some tribute by beating your record. Toss him off the mountain near your city for a huge, record-breaking throw. You keep getting tribute if you keep throwing him farther.



BLACK & WHITE 2

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V
The Walkthrough](#)
- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)

Chapter V: The Walkthrough

LAND 8

★ Player Capital ★Enemy Capital ○ Neutral Town ■ Ore □ Silver Scroll Challenge

TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Akaba	25	11,993	10,000
Buto	15	22,786	10,000
el-Amana	11	4,189	10,000
Meydum	14	16,078	10,000
Mirgissa	14	10,859	10,000
Nuri	15	10,399	10,000
Shalfak	25	22,622	10,000
Talita	94	24,375	10,000
Tezopanc	207	56,193	20,000
Ylaruam	66	23,252	15,000

You've defeated the Norse and the Japanese, removing the Aztecs' allies from the world. Now, only the Aztecs themselves remain. This mission is only a prelude for the final battle, but it is challenging nonetheless. This land has very little ore, making it quite difficult to build a large enough city to impress the other towns.

It isn't impossible, though, and this land will reward those who take a purely peaceful approach. There are plenty of objectives for evil gods as well. To get the most out of this scenario, you must be very good or very evil. You can win by taking a middle ground, but you miss out on some tribute for sticking to the extremes.

ESTABLISHING YOUR TOWN

Objectives

- ❑ Creature collects 5,000 wood (5,000 tribute)
- ❑ Creature collects 5,000 food (5,000 tribute)

The Aztec armies are patrolling the desert, so you need to protect yourself quickly. Building a wall is a costly choice, especially considering the scarcity of ore. Build a wall, but don't go overboard. Keep it close to your town, bordering the plateau on which you start. This won't leave you much room to develop, but you can extend beyond the walls after you defeat the Aztec troops.



Keep your wall as close to your starting area as possible. Don't waste ore on a massive wall.

Build a storehouse and place a field on the fertile area near the small grove of trees (place all of your fields on fertile ground during this mission to satisfy an optional objective). Create 10 mineworkers for now and two farmers. You don't have a very large population, so food isn't a problem at the moment.

When you complete the storehouse, assign your creature to gather wood. He needs to collect 5,000 wood for his first gathering task. Next, build an altar. An optional objective requires you to water your fields every day, so you need access to the water miracle. This task doesn't give you a large tribute bonus, but it's easy.



Build an altar as soon as possible for access to the water miracle. Watering your fields every day gives you a small tribute bonus.

When the altar is complete, water your field and assign a few worshippers. You also need to assign some breeders to bolster your population. Assign males to breeding tasks to ensure the fastest growth. You should also assign a few foresters at this point.

If the Aztecs attack before your wall is complete, change day to night and order your creature to attack. Do not allow him outside your influence ring, though. If you want to complete the never-attack objective, which has a handsome tribute reward, you cannot make any aggressive movements. When the enemy is inside your influence ring, they are fair game. Outside the ring, attacking is considered an act of aggression. If you plan to attack the other towns, ignore this suggestion.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

BLACK & WHITE 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)


If you plan to win through Impressiveness, do not allow your creature to attack enemy troops outside your influence ring.

Build a smelter and staff it with eight refiners as soon as possible, then construct a few villas for your people. Do not build mansions or manors because they require ore, which you need to save for wonders or troops.

When the wall is complete, build another field on the fertile land and assign farmers to work it. If your creature has collected the necessary amount of wood, assign him to the fields to collect food. You can build a granary at this point as well, though constant watering keeps your fields full of grain, and a granary takes a good deal of ore. If you want to maximize food production, build the granary between your two fields. Pay close attention to your food supplies throughout the entire mission: if you make it to the end without ever running out of food, you gain a small tribute bonus.



Building a granary is optional, but it helps you increase farm production. Keeping your storehouse stocked with food completes an optional objective.



The area around your town is littered with large rocks. You can use these to attack enemy troops that attempt to invade, but leaving them around may be too tempting for your creature. If he plays with them, he will likely cause serious damage to your buildings—damage that is costly to repair. Either move them somewhere away from your buildings for later use, or toss them in the sea to remove the threat entirely.

SILVER SCROLL

Sundial (50,000 Tribute)



This Silver Scroll Challenge is located just outside your starting area, on the banks of the river running through the desert. There are four unlit torches, each with a cryptic message regarding time etched on the side. The messages read (clockwise from the upper left):

1. After 6 AM but before 8 AM
2. After 7 PM but before 9 PM
3. After 1 PM but before 3 PM
4. After midnight but before 2 AM

Each torch lights at the time indicated by the clue. You must light them all to complete the challenge. To light them, simply change the time to the hour indicated. Click on the sky and turn the time to 7 AM. Remember, the game clock does not follow the standard clock layout. Noon is at the top, and midnight is at the bottom. 6 AM is on the far left, indicated by a figure shoveling; so, for 7 AM you need to point the hand at the first line after six. Point directly at the line indicating the hour, or the torch won't light. The first torch shows its red flame when the correct time is selected.

Next, change the time to 8 PM, which is conveniently marked on the clock with drama masks. Now, change the time to 2 PM, found two lines to the right of the noon marker at the clock's top.

Finally, change the time to 1 AM, one line after the midnight marker at the clock's bottom. All four torches are now lit, and the challenge is complete.

WINNING THE LAND

Objectives

- Keep your fields watered every day (3,000 tribute)
- Never run out of food (5,000 tribute)
- Build all fields on fertile land (5,000 tribute)
- Reach 1,000 population (25,000 tribute)

As previously mentioned, taking the middle ground is an option, but it isn't a good one, unless you don't mind missing out on a good deal of tribute. This mission rewards those who are willing to be extreme in their chosen path; either wipe out all life in the land or remain a pacifist for the mission's entirety. Whichever you choose, you must plan your strategy from the beginning. Good gods need to use the available ore for wonders, while evil gods need it for troops.

If you choose to attack, you can impress the first few towns and still make your objective. If you choose the good route, try to impress every town in order to complete the never-attack objective. Good gods should also avoid building many troops, if you build any at all. The ore required for troops is better used for buildings; you need every unit of ore you can muster.



Keep your food supply up by watering your fields often.

Both good and evil gods should try to complete the three food-related objectives. They are fairly easy; just check your food supplies and keep your fields watered. Don't build any fields outside of the fertile areas. Keep your food stores full (or at least don't allow them to empty), keep your fields watered, and only build on fertile land. When you leave the land, you receive the tribute awards for the three objectives.

Both good and evil gods should also attempt to reach the 1,000 population marker. To do this, keep your Birth Rate high at all times, and build central nurseries and taverns to increase the fertility rate in nearby houses. Accept all migrations, and move residents of conquered towns over to your primary town. You need a great deal of housing and food to accommodate such a large population, so build plenty of villas and raid every captured town's storehouses for grain. You can also use the Siren wonder's Epic miracle to convert Aztec soldiers, giving you a large number of new citizens quickly.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

BLACK & WHITE[®] 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)


You need many villas and lots of food to reach the population goal of 1,000 residents.

TIP

Create as many mineworkers as you can. When the mine near your town runs out of ore, open your gates and allow the miners to go seek resources elsewhere. There is another reachable mine on the map—gather as much ore from it as you can before the other towns' workers clear it out.

SILVER SCROLL

Rain Dance (30,000 Tribute)



This poor man has built his hut near several active volcanoes, and he needs your help to call down the rain and extinguish them before they have a chance to erupt.

He plays a beat on his drums; you must match the beat on the larger, god-sized drums set up around him. Watch the drums as he plays the beat, and remember the pattern of notes.

He first plays a random pattern of three notes. Repeat the pattern on your drums. His next pattern has four notes. Again, repeat the pattern. He then plays a five-note pattern and, finally, a six-note pattern. If you successfully match all four beats, the rains come and the man is saved. If you make a mistake, he plays a new random beat. If you make three mistakes during the course of the challenge, the volcanoes erupt and his hut is burned to the ground. Fortunately, he rebuilds almost immediately, and you can try again.

The Long and Winding Road

Objectives

- Connect 3 towns with roads (10,000 tribute)



This objective is can only be accomplished if you take at least two of the larger towns (Ylaruam, Tenzopanc, and Talita) by force. Talita and Ylaruam are the best choices, because they are closest to your primary town. To satisfy the objective and receive the tribute reward, three towns must be connected by roads, which can only be done if their influence rings overlap.

After capturing Talita and Ylaruam, begin pushing their influence rings toward each other by constructing buildings at the edge. Wonders are the best buildings for this purpose, but the scarcity of ore makes this difficult. To conserve ore, only construct buildings made entirely of wood, such as altars. Repeat this process at your primary town as well, until its influence ring overlaps with Ylaruam. When Ylaruam's ring overlaps with both your town and Talita, build a road connecting the cities.

Winning through Good

Objectives

- ❑ Take over 4 towns by Impressiveness (20,000 tribute)
- ❑ Never attack (10,000 tribute)
- ❑ Win the land (200,000 tribute)

After you've established a very basic town, lay the foundation for your first wonder. The Siren is best because of its lower resource cost. Build it away from your other buildings, leaving you room to expand and pushing your influence ring farther out into the desert beyond your walls. You must expand beyond your walls soon, and a completed wonder gives you a good start. Don't use God-building to complete the wonder; it wastes too much ore. You can expedite the wonder's construction by moving the needed materials to the foundation yourself, then ordering your creature to build it.

As soon as your first wonder is completed, check to make sure you have enough housing for your people. If you do, immediately lay the foundation for a second, different wonder. Any of the remaining three wonders is fine. You need the Impressiveness more than the Epic miracle, though the miracle is handy to have later in the mission.



Good gods should build their first wonder as soon as possible.

TIP

Good gods need to remain especially vigilant about their creature. Do not let him attack enemy troops outside your influence ring, even if they seem to be approaching for an attack. Wait until the enemy platoon is well within the ring, then send your creature to attack or to drop rocks or destructive miracles on the intruders.

After you build the wonders, the people of el-Amana are converted to your cause, and the settlement's migrants are en route to your town. When they reach your border, accept the migration, then quickly grab the migrants and drop them in your town. Any Aztec forces in the vicinity descend on the migrants as soon as they become part of your population, so move them quickly within the safety of your walls.



The Aztec armies may attempt to kill the immigrants, so grab your new residents and drop them behind your wall.

TIP

If you want to pick up some extra tribute, build an armory and a small platoon of soldiers, then use the platoon to capture four of the small settlements near your starting town. You fail the never-attack objective, but you complete the objective of taking four towns with force. The latter objective awards 20,000 tribute, while the former awards only 10,000.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

Begin developing normally, building a tavern, a nursery, and a temple. As you expand, the next few towns (Nuri, Mirgissa, and Akaba) are converted, so continue building housing to accommodate your new residents. At this point, you may find that space is becoming scarce. You need to move beyond your walls, but it's very likely a few Aztec platoons are still patrolling near your town.

You must eliminate these troops before you expand. Wait until they are in your influence ring, then attack with your creature or the lightning miracle. The remaining Aztec troops won't approach; they continue guarding the larger towns. Unless you attack a town, you should be relatively safe from invasion.



Eliminate any Aztec troops still patrolling near your city before expanding your city beyond the walls.

The arriving residents contribute some ore to your supplies, but not much. Only the bigger towns have much in ore to donate, so don't start any other wonders at the moment. Instead, use your remaining ore to create buildings with high Impressiveness ratings, such as amphitheaters and universities. You should also build at least one rest home to accommodate your elderly before the ore runs out.

Do not build embellishments. Lamps and wells require too much ore for their Impressiveness rating. If you want to build embellishments, build only meadows. These have a high Impressiveness for no resource cost; however, at this stage, you can place them only on fertile land near your fields. Do not build them if you find yourself scrambling to keep up with the food demand. If your influence ring extends to the small fertile area below your fields, build some meadows there or wait until you reach the fertile land near el-Amana's former location.



Embellishments require too much ore to be a worthwhile investment in this land. Only build meadows, and only build these if you have a surplus of food coming in from your fields.

As you wait for the remaining towns to convert, devote yourself to breeding and building villas. Remember that housing does not affect your Building Variety rating, so build as many villas as you can. As your population increases, the larger towns slowly convert to your cause. Ylaruum is the first of the larger towns to be captured, and with its people comes a small amount of ore. Use this to build a third wonder. Ideally, build a different wonder than your other two. If you haven't purchased a third, and you have the tribute, do so now. If you don't have the tribute, build another Siren wonder.



Expand until you impress one of the larger towns, then use the new ore to build a third wonder.

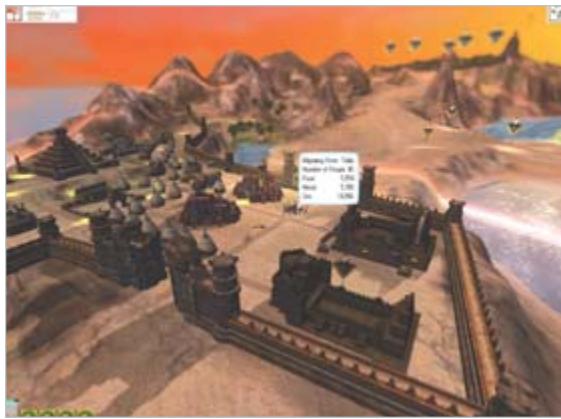
BLACK & WHITE® 2

Chapter I
Chapter II
Chapter III
Chapter IV
Chapter V The Walkthrough

Land 1
Land 2
Land 3
Land 4
Land 5
Land 6
Land 7
Land 8
Land 9

Continue expanding, and assign worshippers to all of your wonders. When the Siren is charged, use its Epic miracle on some of the Aztec troops. This boosts your population significantly. Build more houses and ensure you have enough food to feed the new arrivals.

You should have enough ore for a fourth wonder. If not, tear down your walls and gather up the ore that remains. Build the fourth wonder at the edge of your influence ring, which extends the ring and gives you more space to expand. Talita should come to your side soon. If the town is still resistant, build meadows in any newly acquired fertile land, and continue increasing your population until the people of Talita see the light.



The people of Talita will bring a large supply of ore with them.

When the migrants from Talita arrive, use the huge amount of ore they bring to make significant improvements to your city. Temples and taverns increase the happiness of your people and add a moderate amount of Impressiveness; another amphitheater and university will give you a good deal of Impressiveness. It won't be enough to convert Tezopanc yet, but it will make a large dent.

Assign more worshippers to your wonders. You should be close to the population goal by this time, but if not, convert more Aztec troops with the Siren Epic miracle. Use one of your destructive miracles just outside Tezopanc's area of influence. The resultant damage significantly reduces that city's Impressiveness, bringing you closer to converting it. If you still aren't close, repeat the process. Eventually, Tezopanc falls, and the Aztecs flee to their homeland.



Use a destructive Epic miracle on Tezopanc to ruin the city's Impressiveness, lowering the amount needed to capture it.



SILVER SCROLL



Isle of Nymphs (50,000 Tribute)

The Nymphs, located on a small island near your town, are concocting a potion in their bubbling cauldron. However, they need one final ingredient, and none of them can remember what it is. To help them, place items near the Nymphs. Once they see the correct item, they recognize it.

Anything you can pick up can be placed near the Nymphs, with often hilarious results. But only one item is correct. If you begin placing your villagers near the Nymphs, their memory seems to come back a little. They begin giving you hints as to what they really need. For instance, place a woman and you learn that they can't use her at all. Place a male child, and you learn that he is too young for their purposes.

BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

[Land 7](#)

[Land 8](#)

[Land 9](#)

BLACK & WHITE® 2

[Chapter I](#)
[Chapter II](#)
[Chapter III](#)
[Chapter IV](#)
[Chapter V
The Walkthrough](#)
[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

You need to give them a male villager who is exactly 21 years old. Find a 21-year-old male and deliver him to the Nymphs; you get a significant amount of tribute for your trouble.

If you're having trouble locating the right man for the job, find someone slightly younger, anywhere from 18 to 20. Now, assign this villager to a job with a stationary location, such as worshipping at your altar. This allows you to find him easily and check his age. Once he turns 21, deliver him to the Nymphs.



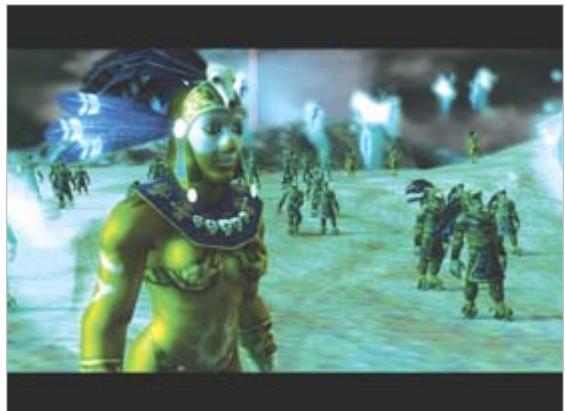
Winning through Evil Objectives

- ❑ Only attack under the cover of darkness (10,000 tribute)
- ❑ Take over 4 towns by force (20,000 tribute)
- ❑ Win the land (200,000 tribute)

Like good gods, evil gods should build a Siren wonder as soon as the town is up and running. Using the Siren wonder's Epic miracle helps you reach the population goal; more importantly, however, it thins the enemy troops, making it much easier to sweep through the towns.



As the Siren is building, concentrate on breeding. Your small population won't provide you with the necessary men for a large army, so you need fresh meat. When the Siren is complete, add some worshippers and build an armory, a ranged armory, and a siege workshop. Create as many troops as you can after your first wave of children comes of age. If you've impressed el-Amana by this time, don't despair over your goodness. Allow the immigrants into your town and force them into your army.



Evil gods should build the Siren wonder to help thin the enemy troops from the map.

TIP

If you can stomach helping the people of the land, consider developing until the first four settlements are impressed enough to join you. They give you men to fill your army, and you complete the objective of taking four towns with Impressiveness, which gives you 20,000 tribute.

If you haven't purchased the Advanced Soldier and Master Soldier promotions for your creature, now is a good time to do so. You should also purchase his lightning miracle. A strong creature makes tearing through the Aztec armies much easier, and you won't face the Aztec's vicious ape until the next land. Change day to night, then send your creature out to remove any Aztec platoons patrolling nearby.



If you haven't already, purchase the Soldier role upgrades and lightning miracle for your creature.

TIP

Remember to change day to night before any attack in this land.

Recruit a swordsman platoon and a bowman platoon, then head out to attack the nearby settlements (if you don't plan on impressing them). Nuri and Mirgissa are your first targets; you face little resistance except from the Aztec archers on the nearby wall.

With these settlements destroyed, check your grain supplies. Meeting the food-supply objective is more difficult with a large army, so evil gods should build a few extra fields on the fertile land and keep them heavily watered to ensure an adequate food supply.

Head out to attack the three settlements on the route to Ylaruam: el-Amana, Meydum, and Shalfak. As you take these settlements, recruit another swordsman and bowman platoon and two or three siege engines.



Attack the three small settlements en route to Ylaruam.

If the Siren wonder's Epic miracle is charged, use it on the Aztec troops guarding Ylaruam. If not, have your creature take them out before attacking the town itself. Move your siege engines near the city and order them to raze the wall. Have your creature attack the walls as well. Move into Ylaruam and capture it, then seize its ore and place it in your storehouse.

TIP

Evil gods should move all residents of captured towns to their primary town to help meet the population goal.

If your army is thinned from the recent attack, recruit more platoons with your newly acquired ore and men. Your next two targets are Buto and Akaba, which are easy to take since your new platoons are being recruited.

If you have an ore surplus at this point, consider building another wonder, one with a destructive Epic miracle. It charges as you prepare for the attack on Tezopanc, and it can help eliminate the defending troops before you make your move on the town.

Gather all of your troops at Ylaruam. Wait for the Siren wonder to recharge, then cast the Epic miracle on the troops near Talita. Now march on the town. Again, use your siege engines and creature to destroy the walls, and capture the town center. Now only Tezopanc remains.



With Talita and Ylaruam under your iron rule, only Tezopanc stands between you and the final confrontation.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)



Tezopanc is guarded by a fairly large army, but the ore stores at Talita are overflowing, allowing you to build a much larger army at this point. You may not need it, though, if you have a destructive Epic miracle ready. Cast it near the city's front gates, where it takes out the vast majority of the troops waiting inside. Now storm the city.

Break the walls, then march toward the city center, with your creature occupying any remaining forces while your platoons capture the town. When Tezopanc falls, the major objectives of this land are complete.



Cast a destructive Epic miracle near the front gates of Tezopanc to remove many of the troops waiting inside.

BLACK & WHITE® 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)

[Land 2](#)

[Land 3](#)

[Land 4](#)

[Land 5](#)

[Land 6](#)

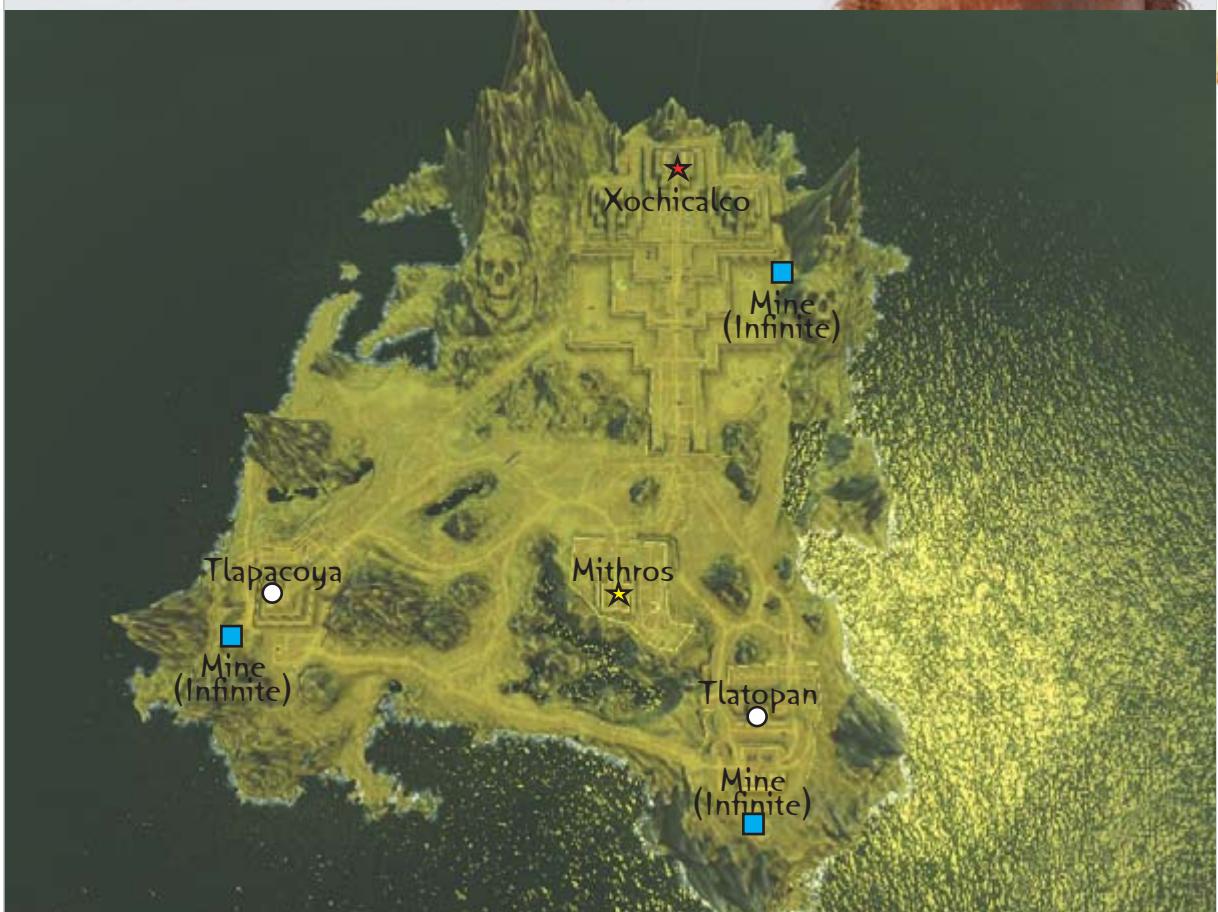
[Land 7](#)

[Land 8](#)

[Land 9](#)



Chapter V: The Walkthrough

LAND 9

★ Player Capital ★ Enemy Capital ○ Neutral Town ■ Ore □ Silver Scroll Challenge

TOWNS AND SETTLEMENTS

Name	Population	Impressiveness Required	Tribute Reward for Capture
Tlapacoya	250	12,614	150,000
Tlatopan	200	6,472	150,000
Xochicalco	322	61,158	200,000

This is it: the final confrontation with the Aztecs. This land is very small, and you are surrounded by Aztec towns. Winning through Impressiveness, while possible, is not advised. You receive a great deal of military help over the course of the mission, so put it to use. The Aztec capital city is incredibly difficult to capture through Impressiveness but is relatively easy to take by force. Even your good conscience advises you to prepare for battle on this land. It's time for revenge!

BLACK & WHITE 2

- Chapter I
- Chapter II
- Chapter III
- Chapter IV
- Chapter V
The Walkthrough

- Land 1
- Land 2
- Land 3
- Land 4
- Land 5
- Land 6
- Land 7
- Land 8
- Land 9

TAKING TLATOPAN

You begin with a preestablished town, donated to you by the Japanese. It's a full-function village, with homes, an altar, a temple, an armory and a ranged armory, farms, and, best of all, a fully stocked storehouse. Immediately begin constructing your strongest wonder. Build it near your town's front gate to increase your influence ring. This time you aren't increasing your influence ring to provide room to expand—it's to prevent the Aztec leader from casting his Epic miracle too close to your city. You still take damage when he casts it, but you lessen the damage by pushing your influence ring out as far as possible.



You begin with a large stockpile of resources. Use these to build a wonder near your city's front gate.

Create some worshippers for your new wonder and some for your altar. You can now build a second wonder or use the remaining ore to recruit a large platoon. A second wonder, in addition to another building or two of your choice, causes Tlatopan to surrender to your impressive town. Tlatopan will momentarily be easy to take through force, because help is on the way, but Impressiveness is the better option, as it saves your troops for more serious battles ahead.

Before Tlatopan is taken, though, the Aztecs launch an attack. The troops come from both sides of your city. Position your archers on your walls, and toss miracles down on the invaders. The Aztec creature, an ape, attacks along with the troops. Take him out with a lightning miracle, and save your own creature for fighting any troops that make it through your walls.



The Aztecs launch an attack shortly after the mission begins. Drop miracles on the platoons and catapults to end it quickly.

When the attack is over, move all of your troops near your town center. Gather as many villagers as possible and assign them to a job near the town center, such as worshipping at the altar or cutting trees. This action soon saves many lives.

With his first attack defeated, the Aztec leader casts his Epic miracle: the volcano. Though your influence ring prevents him from casting it too close to the city, it still does significant damage. Use water miracles to put out the fires and quickly extinguish the volcano's lava flow. When the volcano dies, return your villagers to the farms; also return them to the front of your town so they can worship the wonder there.



Use water miracles to quickly extinguish the volcano's fiery flow.

After the volcano subsides, help arrives in the form of several platoons of Norse troops and a catapult. If Tlatopan is still resistant, attack the town and capture it. If it has already surrendered, move the troops to your primary town. These troops are highly experienced and prove to be a great asset in the upcoming battles.

BLACK & WHITE 2

- [Chapter I](#)
- [Chapter II](#)
- [Chapter III](#)
- [Chapter IV](#)
- [Chapter V](#)
- [The Walkthrough](#)

- [Land 1](#)
- [Land 2](#)
- [Land 3](#)
- [Land 4](#)
- [Land 5](#)
- [Land 6](#)
- [Land 7](#)
- [Land 8](#)
- [Land 9](#)



Several platoons of Norse troops arrive to join your side.

TAKING TLAPACOYA

Tlapacoya, like Tlatopan, can be taken by force or Impressiveness. To capture it with Impressiveness, build an amphitheater and some villas for your population, as well as another temple and any other buildings you possess with high Impressiveness ratings. Build another wonder, using the large quantities of ore and wood you captured at Tlatopan. You should also appropriate the majority of the food from Tlatopan and assign a few residents to farm the fields there.



Tlapacoya is harder to impress than Tlatopan, but it can be done by expanding into the land outside your walls.

Expanding into the land beyond your walls serves two purposes: it whittles away at Tlapacoya's resistance, and it pushes your influence ring out, moving it closer to the heavily defended walls of Xochicalco, the Aztec capital. Even if you plan to take all cities by force, placing at least one building in this area (preferably one with a high Impressiveness rating) is a good idea. It gives you more options during your initial assault on Xochicalco, allowing you to easily throw miracles, or even large rocks, at the wall before invading the town.



Expanding extends your influence ring, giving you more options in the upcoming assault on the Aztec capital.

Tlapacoya is better defended than Tlatopan, but taking it by force isn't difficult. Soon after you take Tlatopan, the Japanese send you reinforcements, including several platoons and two catapults. These forces arrive on the coast near Tlapacoya. Move them up the hill toward the town, while simultaneously moving your creature and the Norse troops toward the front gates. Attack the walls at the front and at the side. When you breach the walls, move all of your forces into the town and attack the defending troops.



The Japanese reinforcements make an assault on Tlapacoya much easier.

The Aztec ape is here, so send your creature after it (make sure that his Soldier role is upgraded completely and that he has the lightning miracle). After you defeat the Aztec troops, capture the town.

Tlapacoya has a large stockpile of resources. Grab the majority of the grain and place it in your central town's storehouse, then create a few farmers in Tlapacoya by dropping residents on the farms near the storehouse.



BLACK & WHITE 2

[Chapter I](#)

[Chapter II](#)

[Chapter III](#)

[Chapter IV](#)

[Chapter V
The Walkthrough](#)

[Land 1](#)
[Land 2](#)
[Land 3](#)
[Land 4](#)
[Land 5](#)
[Land 6](#)
[Land 7](#)
[Land 8](#)
[Land 9](#)

THE FINAL ASSAULT

Before mounting your assault on Xochicalco, create another platoon of swordsmen, using every available man in your town.

Your wonder should be charged by now, so cast its Epic miracle near Xochicalco. There are several prime casting spots. Casting near the back of the city can significantly reduce the city's Impressiveness, but casting it near the storehouses and armories can devastate Xochicalco's production of troops.



Cast your epic miracle near Xochicalco to weaken the city before your assault.

After casting the Epic miracle, create two large fields and assign the majority of your worshippers to work them. You need vast quantities of grain to support your army in the upcoming battle, which is a lengthy affair.

Assign your troops to defend your catapults or your creature. Before moving them into battle, you can attempt to take out the first walls yourself. There are several large rocks located in your city. Throw these rocks at the enemy walls, and use lightning or meteor miracles to remove the archers. If you have a chance to kill the Aztec ape before your troops move in, that's even better.



Use miracles and rocks to assault the front gate of Xochicalco before sending in your troops.

Send your creature in first, and have him attack any remaining enemy troops at the walls. Have the catapults and your platoons follow close behind. Move through the walls and begin marching up the incline. More enemies will attack. Take these platoons out, then continue up the hill to the next wall.

TIP

As you progress toward Xochicalco's city center, be sure to feed your creature. Either hand him grain from your storehouse or encourage him to eat the Aztec villagers. If he gets tired, allow him a short nap.

Attack the next set of walls with your catapults and creature, keeping your platoons nearby to take out any enemy troops that approach. When you breach the second set of walls, more enemy platoons come down to meet you. Attack them with your creature and platoons, then move forward to the final set of walls.



Watch for the enemy creature as you storm Xochicalco. If he attacks, use your creature and all of your troops to defeat him.

When you destroy the third set of walls, a large group of Aztec platoons attacks. This is the Aztec leader's final line of defense, so set your creature on them, then send the platoons behind.

With the final platoon's troops defeated, send all of your troops to capture the Town Center. Have your creature protect the troops as they capture the Town Center, attacking any remaining troops that may approach from within the city. After you capture Xochicalco, the Aztecs surrender, and the massacre of your people has been avenged.